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BANJO-KAZOOIE

NUTS & BOLTS



BASED ON A GAME
RATED BY THE
ESRB



Microsoft
game studios

BANJO-KAZOOIE NUTS & BOLTS

PRIMA Official Game Guide

Written by Catherine Browne

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Catherine grew up in a small town, loving the proverbial "great outdoors." While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates the fine art of blasting the Covenant in *Halo* as well as arranging a perfect little village in *Animal Crossing*. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

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Banjo's Back...

The Cast

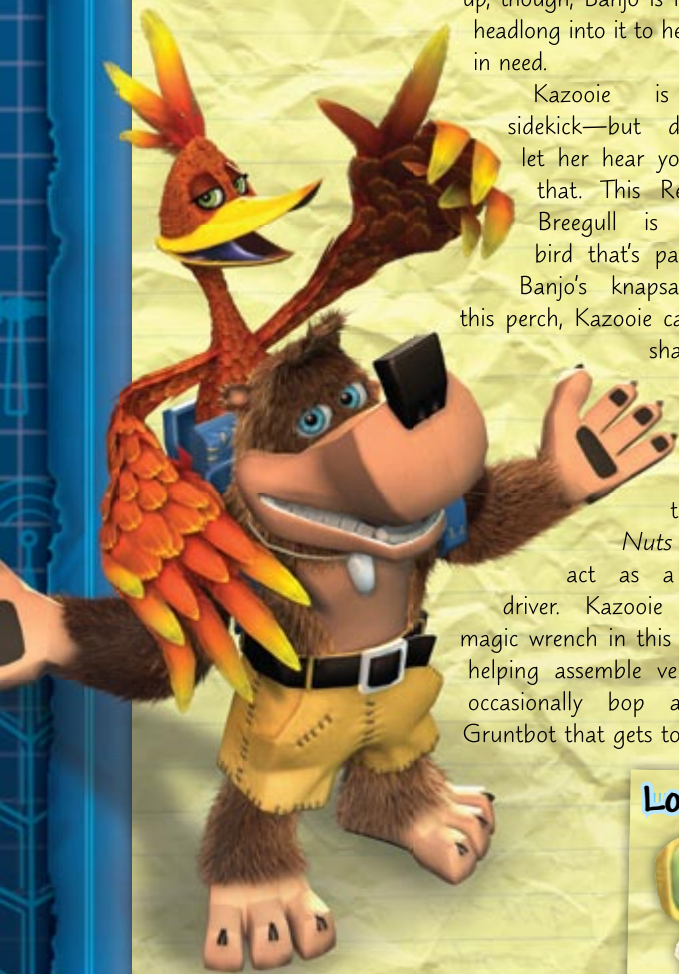
Fans of Banjo and Kazooie's previous adventures will be familiar with this gallery of friendly (and not-so-friendly) faces. But if this is your first time joining up with bear and bird, take a moment to acquaint yourself with your newfound friends and foes.

Banjo & Kazooie

First appearance: *Banjo-Kazooie*

Named after an instrument that's impossible to resist, Banjo is a honey bear with a heart of gold. Banjo wants to live peacefully in his home on Spiral Mountain with his best friend, Kazooie, but adventure always seems to find him. Whenever trouble comes up, though, Banjo is first to run headlong into it to help a friend in need.

Kazooie is Banjo's sidekick—but don't ever let her hear you call her that. This Red-Crested Breegull is a proud bird that's parked it in Banjo's knapsack. From this perch, Kazooie can use her sharp tongue to issue insults at enemies and, in the case of *Nuts & Bolts*, act as a backseat driver. Kazooie wields a magic wrench in this adventure, helping assemble vehicles and occasionally bop an enemy Gruntbot that gets too close.



Gruntilda Winkybunion

First appearance: *Banjo-Kazooie*

Also known as Grunty, this wicked witch has been harassing Banjo and Kazooie for over a decade now. Grunty keeps meeting unfortunate ends at the paws of Banjo, but spite and revenge are motives you just cannot reason with. Grunty resurrects herself once more to challenge Banjo and Kazooie for Spiral Mountain, but without a body to speak of, she was at a bit of a disadvantage. Thanks to LOG's largesse, Grunty now has a new body (don't worry, it's just as ugly as the old one). Grunty also loves to speak in rhyme, beating Kazooie over the head repeatedly with some deliciously wretched couplets.



Bouncer



Rammer



Exploder



Lightener



Disabler



Blower



Scoffer



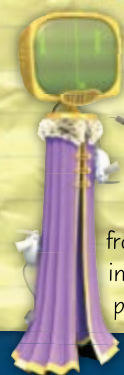
Shooter

While Banjo and Kazooie try to gather up Jiggies in LOG's digital landscapes, Grunty is busy complicating matters with her new minions, the Gruntbots. Grunty's Gruntbots are mechanical menaces that harass Banjo and Kazooie while they attempt to recover enough Jiggies to reclaim Spiral Mountain. There are several types of Gruntbots, such as Bouncers that stop in front of your vehicles and bounce them off course, as well as Sucker Gruntbots that push you around with gusts of wind. Each Gruntbot can be defeated by smacking it with the wrench a few times, smashing into it with a vehicle, or attacking with a vehicle-based weapon, such as an Egg Gun.

Lord of Games (Or LOG, if you're into the whole brevity thing...)

First appearance: *Banjo-Kazooie: Nuts & Bolts*

The ability to manipulate reality is an incredible gift, one that the Lord of Games has mastered in all of his years of videogame creating. Aware that he himself is living inside a videogame, this master designer takes full advantage of the ability to conjure up anything with just a few clicks of a mouse. All of the worlds Banjo and Kazooie must explore were invented by LOG, including Banjoland, a realm based on the most famous sights from Banjo's previous adventures. As Banjo and Kazooie prove themselves inside his special worlds, LOG unlocks new machine parts for the heroic pair to use in his ever-escalating challenges.



Banjo's Back

Mumbo Jumbo

First appearance: *Banjo-Kazooie*

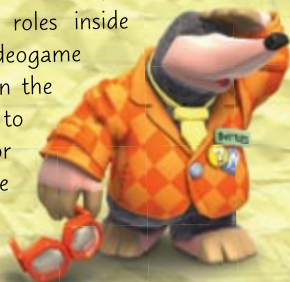
You simply cannot have Banjo and Kazooie show up without Mumbo too far behind. This silly shaman used to be responsible for helping Banjo via his magic skills (Mumbo does a mean transmutation), but now that's he's been zapped into LOG's universe, the shaman moonlights as a mechanic. Mumbo trains bird and bear in the mystic uses of Kazooie's magical wrench. Banjo and Kazooie must see Mumbo every time they want to check out a new vehicle component or assemble a new ride.



Bottles

First appearance: *Banjo-Kazooie*

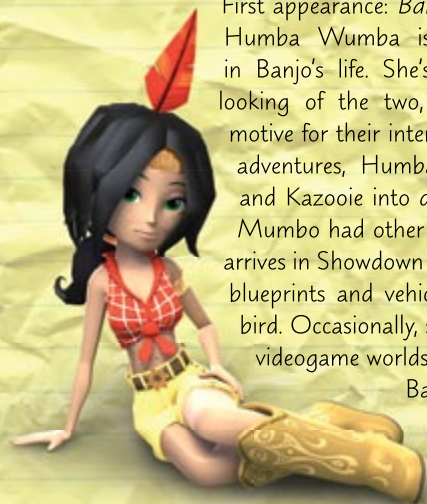
For a goofy nearsighted mole, Bottles has seen a lot of action. The well-meaning fellow has been killed and revived in previous adventures, and for all of this trouble, he's been rewarded with important roles inside Showdown Town and LOG's videogame worlds. Bottles is a tour guide in the town, dispensing useful advice to Banjo and Kazooie (sometimes for a price), and inside the videogame challenges, he often tasks the heroes with new events.



Humba Wumba

First appearance: *Banjo-Tooie*

Humba Wumba is the other shaman in Banjo's life. She's certainly the better looking of the two, which is a possible motive for their intense rivalry. In previous adventures, Humba helped turn Banjo and Kazooie into different animals when Mumbo had other things to do. Humba arrives in Showdown Town to sell pre-made blueprints and vehicle parts to bear and bird. Occasionally, she appears inside the videogame worlds to issue challenges to Banjo and Kazooie.



The Jinjos

First appearance: *Banjo-Kazooie*

The Jinjos are tiny creatures that have long looked to Banjo and Kazooie for help in dealing with Grunty. Under the kind rule of King Jingaling, the Jinjos now help Banjo and Kazooie inside LOG's worlds. The little guys offer challenges to the heroes in exchange for special tokens that are used to win new vehicle parts. Keep a special eye out for the nasty cousins of the Jinjos, the Minjos. These itty-bitty troublemakers have also joined the Jinjos in Showdown Town.



Klungo

First appearance: *Banjo-Kazooie*

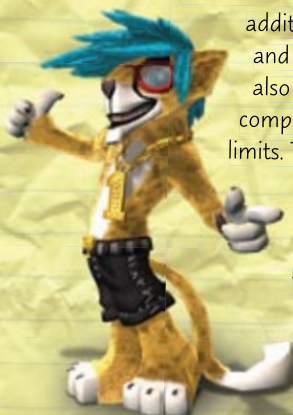
Klungo used to work for Grunty, but the reformed henchman now just wants to make his own videogames. In Showdown Town, the reformed minion finally gets his wish and opens an arcade where Banjo and Kazooie are always welcome. Klungo also appears inside the videogame worlds to dole out new challenges and help the bear and bird earn more precious Jiggies.



Trophy Thomas

First appearance: *Banjo-Kazooie: Nuts & Bolts*

Trophy Thomas, also known as TT, is a new face in the crowd. This rascal is something of a blowhard, eager to tell anybody within earshot of just how cool he is. In addition to constantly challenging Banjo and Kazooie to races for Jiggies, TT also offers his own special rewards for completing missions within specific time limits. These trophies can be traded in for extra Jiggies. But don't think TT is just going to hand these over like Halloween candy. TT expects the best. Well, he expects second best, because in his mind, there can only be one superstar. And that superstar has blue hair.



BANJO'S BACK

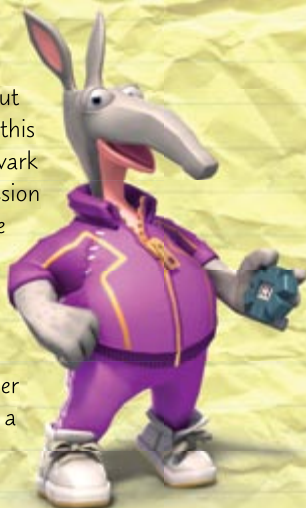
BEING BANJO

MUMBO'S MOTORS

WALKTHROUGH:

Mr. Fit

First appearance: *Banjo-Tooie*
 Since videogames are all about challenges, it figures that this aerobically inclined aardvark would take his sports obsession to Showdown Town. Inside the different videogame worlds, Mr. Fit challenges bear and bird to sports-themed events. But keep an eye out for him in town. If you catch this guy taking a breather from his daily jog, he may have a secret to impart.



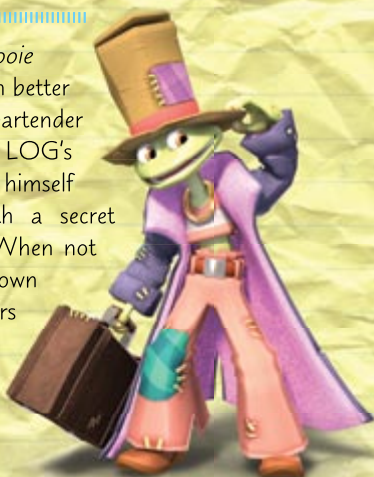
Boggy

First appearance: *Banjo-Kazooie*
 Who isn't happy to see Boggy the polar bear return? Boggy sets up a gym in Showdown Town to keep himself busy since his wife kicked him out. Poor bear. At least LOG has plenty of jobs for him inside the different videogame worlds.



Jolly Dodger

First appearance: *Banjo-Tooie*
 Maybe you remember him better as Jolly Roger, the former bartender at Jolly's pub. But inside LOG's world, Jolly has remade himself as a cool customer with a secret stash of Jiggies for sale. When not scalping Jiggies in Showdown Town, Jolly Dodger appears inside the different videogame worlds to offer challenges.



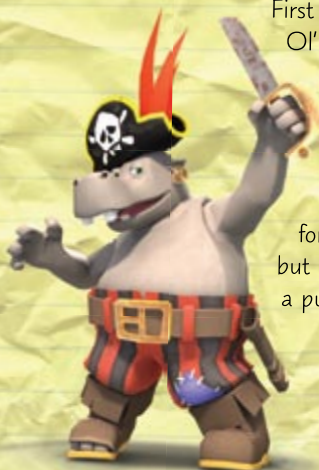
Pikelet

First appearance: *Banjo-Kazooie: Nuts & Bolts*
 Pikelet is a new face to Banjo and Kazooie. This police chief runs the local law enforcement in Showdown Town with an iron hoof, imprisoning Jinjos for the slightest offense and directing his officers to make mischief for anybody seen trafficking in Jiggies. Once the alarm is sounded in Showdown Town, watch out for Pikelet's forces to swarm like pigs to, well—let's instead say they swarm like bees to honey. This is a family game, after all.



Captain Blubber

First appearance: *Banjo-Kazooie*
 O' Blubber is back and he still isn't giving up his pirate shtick. (Actually, he may have been a little ahead of the curve on that whole pirate thing.) This portly hippo captain has secrets for sale inside Showdown Town, but inside the videogame stages, he's a purveyor of challenges.



Cameo Cavalcade

Banjo-Kazooie: Nuts & Bolts is loaded with cameos and homages to other Banjo supporting players and previous

Rare games. Keep both eyes open as you tour LOG's videogame worlds, especially Banjoland, an entire stage dedicated to previous games in the series. This world alone has references to memorable stages like Cloud Cuckooland from *Banjo-Tooie* and bit turns by characters like Loggo and George Ice Cube. There's even a rumor that Tiptup, the turtle that made so many gamers gnash their teeth in *Diddy Kong Racing*, is around here somewhere.



Being Banjo

Did you play the original *Banjo-Kazooie* games on the Nintendo 64? Find every Jiggy? Rescue every Jinjo? Well, pat yourself on the back and then forget everything you think you know about helping bear and bird defeat Grunty the witch. *Banjo-Kazooie: Nuts & Bolts* is a completely new adventure with no shortage of exciting new moves and features—especially the ability to build any

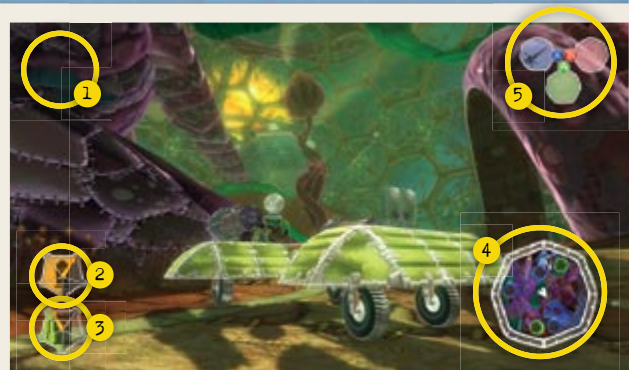
vehicle you can imagine with a wave of Kazooie's magic wrench (and a few clicks of the Xbox 360 controller). So, before setting foot in Showdown Town and taking LOG up on his series of videogame challenges, get smart about making the most of Banjo and Kazooie's newest talents.

With our help, you'll be breaking speed records and collecting Jiggies with the ease of a bear stuffing his gob with sweet, sweet honey.



The Bear Basics

When you first arrive in Showdown Town, take a moment to acquaint yourself with the essentials. Mumbo and LOG give you a few tips to get you started right away, but the more you know from the get-go, the better you will perform in the videogame challenges. For starters, here's the game screen you see when not in the middle of a challenge:



1. Health/Jiggies/Notes: This corner of the screen displays different information depending on the circumstances. Whenever you pick up a Note, the total up here reflects the new addition. If you bank a Jiggy in Showdown Town, the number of Jiggies appears here. And should you take damage by falling or getting smacked by a Gruntbot, Banjo's health pops up here as a honeycomb. Any lost health replenishes over a brief period of time. There are no health power-ups to collect, so just find a quiet corner to lick your wounds and then get back in the fight.

2. Ammo Gauge: If you're driving a vehicle equipped with a weapon, your ammo reserves appear here. Make sure you have plenty of ammo when you head into challenges!

3. Fuel Gauge: When using a vehicle, your current fuel level appears down here. When the gauge empties, your vehicle rattles to a halt. (This is especially bad if you're 500 feet off the ground in a propeller jet.) But, like health, just wait a moment and the fuel gauge refills. However, it only fills a fraction of the meter. So if you manage to burn through all of your fuel on a regular basis, consider attaching a new fuel tank inside the garage.

4. Map: This map shows you your immediate surroundings, plus icons for points of interest, such as the location of game world doors (the entrances to the individual stages) in Showdown Town, or the position of friends offering Jiggy challenges in the game worlds. If the Jiggy icon is red, the friend is below you. If it's blue, the friend is above you. And if it's green, you are on the same level.

5. Weapons/Gadgets: If you are driving a vehicle with a weapon or gadget, the corresponding buttons to deploy that device are up here. You can assign devices to these buttons by pressing the d-pad left, right, and down.

BANJO'S BACK

BEING BANJO

MUMBO'S MOTORS

WALKTHROUGH:

BANJO-KAZOOIE NUTS & BOLTS

Once you have accepted a challenge inside one of the videogame worlds, such as Nutty Acres, a new meter is added to the game screen. Look at the top of this screen:



6. Goal: Some challenges require you to collect a certain number of objects or perform a specific number of actions (such as shooting down Gruntbot planes or scoring points in a minigame). That number is shown here, next to the Jiggy. The number next to Banjo's head is your current count.

7. Current Award: There are three awards you can earn in each challenge—Notes, Jiggy, and a Trophy. The award you'd earn if you completed the mission at that second appears here. It changes based on your current progress in the challenge.

8. Timer: This clock shows you how long you're taking to complete a challenge or it counts down from a specific time limit. Each challenge strategy details the time requirements for each challenge so you're never in the dark about what is required to win.

9. Progress bar: This colorful meter shows your progress in the award race. If it's in the orange section, you win a certain number of Notes. If the arrow is in the yellow section, you win a Jiggy and Notes. And if you finish a challenge with the arrow in the blue section, you will receive a coveted Trophy on top of the Jiggy and Notes.

10. Speedometer: The ring around your map is your speedometer. The faster your ride, the more this meter fills up. Can you fill the whole meter?

Getting Around

On Foot



When Banjo's just on foot, he may get around a little slower, but he's hardly helpless. To make Banjo run, use the left control stick. You direct the camera with the right control stick, giving you the means to see the world around Banjo as you choose. While on foot, Banjo has just a handful of moves:

A = Jump: Banjo can hop up to ledges with his little jump. Naturally, he can get much higher in a vehicle, but his jump is enough to scabble up the sides of buildings or vault over small walls.

X = Wrench: Kazooie's wrench does more than just tinker with vehicles. If a Gruntbot gets too close, pop it with the wrench. Kazooie is more than happy




to pop out of Banjo's backpack and give some henchman a good whack. You can also swing the wrench while jumping, making Banjo and Kazooie flip around with the wrench outstretched, damaging multiple enemies.




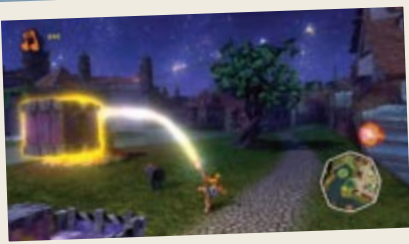
Being Banjo



The wrench also activates switches, such as these in Showdown Town. But there are switches in the different game worlds, too. Anything that can be manipulated with the wrench displays an  over it when you get close.

TIP

Unless you are in the middle of a challenge, you can call your vehicle to your current location at any time by holding down . The vehicle will arrive in the nearest safe location.



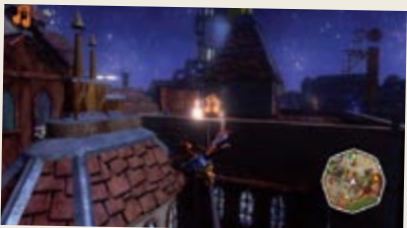
Carry Item: Kazooie's magic wrench can also lift items and vehicles. To pick up an object, approach it and pull the right trigger. As long as you hold the trigger, Kazooie carries the

item. This is a good way to pick things up and place them in your vehicle for transport. While holding things with the wrench, you can manipulate the object's orientation with the left trigger.

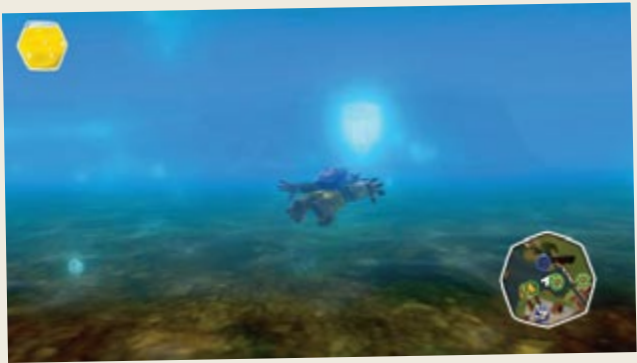
TIP




Anything you can pick up with the wrench appears with a yellow glow around it when you are close enough to snag it. If there are multiple objects that can be picked up, you can toggle through them using the left or right bumpers.

Banjo and Kazooie must sometimes cross tightropes to reach ledges. You must help Banjo keep his balance by correcting his movements constantly via the left control stick. If you see Banjo tilting left, push the stick to the right to regain balance. If Banjo slips too far to one side, he falls. And sometimes, it's a long way down.



Just like a regular brown bear, Banjo can climb up drainpipes and poles. Anything Banjo can shimmy up displays a little symbol with feet when he gets close to it. Just jump on the pipe or pole and then press the left control stick up to climb.



Banjo and Kazooie can swim, too. To swim on the surface, just wade into the water and move the left control stick to swim. However, lots of good things lie below the surface. (Some bad things do, too.) To dive down, press  in the water. To swim, hold . The longer you hold , the faster Banjo swims. However, keep an eye on Banjo's health meter in the upper-left corner of the screen. If that meter zeroes out, Banjo is out of air. He passes out for a few moments and Kazooie must revive him. While just exploring, this isn't too big of a deal. But if Banjo runs out of air in a challenge, he loses.

Behind the Wheel

Who knew bears could drive? Once behind the wheel of a car, boat, plane, or helicopter (or anything else you can dream up), Banjo's controls change from when he was on foot. Here are the essentials for Banjo's wheel work:



Steering: Steering a land- or sea-based vehicle is pretty straightforward: Use the left thumbstick to control your direction. Squeeze the right trigger to accelerate and pull

the left trigger to brake. The degree of pressure affects the amount of acceleration to a certain degree, but if you need to go faster, you should consider upgrading the engine(s) on your vehicle.

BANJO'S BACK

BEING BANJO

MUMBO'S MOTORS

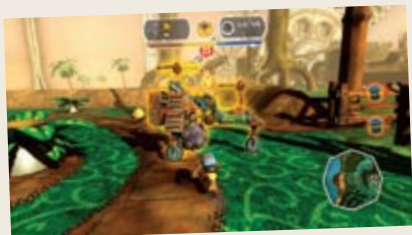
WALKTHROUGH:



X/A/B = Gadgets and Weapons: If you attach a weapon or gadget to your vehicle, you can deploy it with these buttons. As mentioned, to reassign a gadget/weapon to a specific button, press the d-pad in the direction of the button on your Xbox 360 controller. For example, to reassign a weapon to X, press left on the d-pad. Continuing to press left will cycle through all available weapons and gadgets on the vehicle. You can also assign gadgets and weapons in the Pause menu.

Y = Getting In/Out:

To hop in and out of your vehicle, press this button when standing next to it. You always know you are within range if Y appears above your vehicle.



RB = Repair: As your vehicle takes damage, pieces often fly off. If you immediately press this button and hold it, Kazooie pops out of the backpack with the magic wrench

and starts recalling the errant pieces. Within seconds, the pieces are reattached. However, that wrench may be magical, but it isn't miraculous. If you drive too far away from the pieces, you cannot repair them. The pieces remain where they fell, though, so you can always try to nab them on another pass.

In the Air

Only in a videogame will you see a bear piloting a helicopter. (Or somewhere over Jellystone Park, but that's another story.) If you create an airplane for Banjo, it controls largely the same as a car—you just need to make sure you have enough space in front of you to get the necessary lift. However, a helicopter is a bit different.



To rise in a helicopter, pull the right trigger. To drop, squeeze the left trigger. Gravity wastes no time taking over, so be careful with that left trigger. You can easily overshoot your target altitude and accidentally slam into things (or the ground) fast enough to do damage to your helicopter. To hover in one spot, squeeze both the left and right triggers at the same time. As long as you hold them, the helicopter remains stationary. You can then adjust the camera to look around or use a gadget. You can also move along at the same altitude with the left stick, but your movement is slower and more deliberate. Of course, that's perfect for times when you need to line up an exact shot.

Playing the Game

Now that you know the basics of getting around, it's time to understand the general lay of the land. Here's a brief summary of the flow of the game. (In the "Showdown Town" chapter, look for greater detail.) In order to reclaim Spiral Mountain, you must prove your videogame dominance to LOG. LOG measures success by Jiggies, golden puzzle pieces. In order to win Jiggies, you must head out into LOG's different videogame worlds and accept challenges from your friends, like Humba Wumba and Jolly Dodger. The more Jiggies you win, the more worlds you open up.



At first, the only game world open is Nutty Acres. And only one of Nutty Acres' six different acts is open for business. Each act is accessible from doors surrounding each game world's central hub, also known as a plinth. Additional acts open as you gather more Jiggies and place them in the Jiggy Bank at the center of town.

Being Banjo

When you reach specific Jiggy thresholds, LOG offers the keys to a new game world. These keys are called Game Globes.

To open a new game world and start exploring its many acts, take the Game Globe to that world's plinth. The doors leading to the different acts spring to life, but only those with Jiggy requirements you have met are opened. Closed doors display the number of Jiggies required to open up the act. Here is the full list of the Jiggy requirements to open up each act for all of the game worlds in Showdown Town:



Jiggy Act List

Door	Number of Jiggies Needed
Nutty Acres, Act 1	0
Nutty Acres, Act 2	1
Logbox 720, Act 1	2
Nutty Acres, Act 3	3
Logbox 720, Act 2	4
Banjoland, Act 1	5
Banjoland, Act 2	7
Nutty Acres, Act 4	8
Logbox 720, Act 3	10
Jiggosseum, Act 1	12
Banjoland, Act 3	15
Jiggosseum, Act 2	16
Logbox 720, Act 4	19
Banjoland, Act 4	23
Banjoland, Act 5	24
Jiggosseum, Act 3	27
Nutty Acres, Act 5	31
Logbox 720, Act 5	36
Jiggosseum, Act 4	38
Logbox 720, Act 6	41
Terrarium of Terror, Act 1	45
Nutty Acres, Act 6	47
Terrarium of Terror, Act 2	51
Jiggosseum, Act 5	57
Banjoland, Act 6	59
Terrarium of Terror, Act 3	65
Terrarium of Terror, Act 4	70
Spiral Mountain	75
Jiggosseum, Act 6	83
Terrarium of Terror, Act 5	90

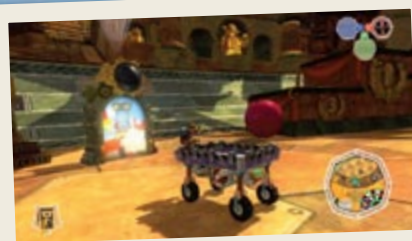


This is a doorway to an act. When you walk up to an open door, a small menu shows you how many Jiggies, Trophies, and Jinjo Tokens are available in that act--and how many you may have collected thus far.

With few exceptions, each act allows you to explore the entire game world. The only things that change between acts are the available challenges. Each act offers a different set of challenges, available from friends standing in different locations. Some challenges are not easily accessible without certain vehicles. Each challenge has three prizes: Notes, a Jiggy, and a Trophy.



Each act not only offers Jiggy challenges, but there are a handful of Jinjos tucked in different spots. These Jinjos need your help in a variety of jobs. These are typically less work than the Jiggy challenges, which are marked on your map as soon as you enter the act, the Jinjos must be sought out. Helping out a Jinjo awards you a Jinjo Token, which can be used back in Showdown Town to win extra Notes and vehicle parts.



At any time, you can return to Showdown Town through the World Gate. It appears in different spots in each act.

BANDY'S BACK

BEING BANDY

MUMBO'S MOTORS

WALKTHROUGH:

Collecting

Bear and bird have always been pack rats, picking up an assortment of collectibles as they adventure in strange lands. There are a few collectibles you must accumulate in LOG's videogame worlds—namely, Notes and Jiggies. Notes are the accepted currency in Showdown Town, while Jiggies are a measure of your progress in your mission to defeat Grunty and claim ownership of Spiral Mountain.



You can check the status of your collecting at any time from the pause menu. Just pick the "Statistics" tab and check out your tallies. You can sort by the entire game or look at each specific game world.

Notes

Each videogame world has a specific number of notes in it, denoted from the Statistics screen. All five of the main game worlds—Nutty Acres, Logbox 720, Banjoland, Jiggosseum, and the Terrarium of Terror—have 100 Notes each (worth 200 total). Showdown Town has 300 Notes (worth 900 total). You collect Notes

simply by walking or driving over them. There are three kinds of Notes. Bronze Notes are worth just 1, silver Notes are worth 5, and gold Notes are worth 10.

NOTE

There are ten groups of Notes in every challenge world, and thirty in Showdown Town. These groups appear in the same place on all of the acts for the world, so you can grab them whenever you want.

TIP

There are just enough Notes in the game to buy everything from Humba's shop and purchase upgrades from Boggy's Gym in Showdown Town.



Use Notes to buy vehicle parts, gadgets, weapons, and blueprints from Humba Wumba in the central square of Showdown Town.

Jiggies

Jiggies are used to measure your progress. The doors to the different acts in LOG's game worlds in Showdown Town are locked until you reach specific Jiggy thresholds, as denoted over each door. In order to open up additional acts, you must win Jiggies by successfully completing challenges in available areas. Each challenge has a set requirement for earning the Jiggy. But when you complete the challenge, you are not immediately handed over the Jiggy. Instead, you must return to Showdown Town and bank it in order to unlock additional acts.



Once you arrive back in Showdown Town, you must fetch the Jiggies you won from a vending machine near the plinth. Empty the Jiggies from the vending machine with your wrench. Once the Jiggies have been dispensed, you must now cart them to the center of Showdown Town and deposit them in the giant Jiggy Bank. You can either load them up in your Showdown Town trolley and drive them to the Jiggy Bank or walk them there individually. Just get the Jiggies underneath the bank and its magic powers pull the Jiggies inside of it for safekeeping. Once a Jiggy has been banked, it cannot be taken away from you.



Banking Jiggies sounds easy as pie, right? Well, Showdown Town has a bit of an over-eager police force that cracks down on Jiggy thieves. Since you're new to town, the

police—under orders from Pikelet—just assume that you are a thief. When the police cars spot you, the sirens go off (usually attracting more officers) and they try to ram you. Their goal is to knock the Jiggies out of your trolley and keep you occupied long enough for

Being Banjo

the Jiggies to disappear back into the vending machine. Beware, these guys are relentless. They work together to pinball you around, making sure you cannot load your Jiggies back into the trolley. Only after you leave the area or the Jiggies are shunted back to the vending machine do the police return to their regular patrols.

CAUTION Watch out around the police. If you accidentally bump into one of their cars, they freak, hit the sirens, and start pursuing you.

NOTE Pikelet dispatches his police only after you have collected 13 Jiggies. But after you bank 26, he doubles the force.

TIP Even if you won several Jiggies from an act, only transport a few at a time to the Jiggy Bank. If you load your trolley up with five or more Jiggies and the cops start harassing you, those Jiggies will be everywhere within seconds. And then it's near impossible to get them all back in the trolley because every time you turn around to fetch an errant Jiggy, Pikelet's officers ram into your trolley and knock your Jiggies away.

Jinjo Tokens



There are colorful Jinjos in each act that have little jobs like fetching a lost item or beating them in a race. The reward for completing the Jinjo tasks are Jinjo Tokens. These little tokens are automatically added to your collection. You do not need to bank them like Jiggies. Jinjo Tokens are used in King Jingaling's bingo house in Showdown Town to win extra Notes and vehicle parts. For a full explanation of the bingo game and all of the prizes, check out the "Showdown Town" chapter.

When you complete the Jinjo's job, it disappears and leaves behind a Jinjo Token. You do not need to touch the token to collect it. After a second, it vanishes and appears directly in your inventory.

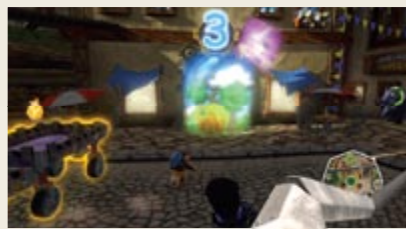


Trolley Upgrades



While in Showdown Town, you can only use the trolley that Mumbo helps you to create when you first start the game. However, there are trolley upgrades that help you explore Showdown Town and discover all of its secrets. You earn trolley upgrades after each victory over Grunty. Grunty appears once in each challenge world (except Jiggosseum, where Grunty appears twice). She occupies an act all to herself without Jiggy challenges. (However, there may still be Jinjo Tokens to win.) When you enter the game world, just head straight

for Grunty and start the battle.



Acts with Grunty challenges are marked with little Grunty icons over the door in Showdown Town.



BANJO'S BACK

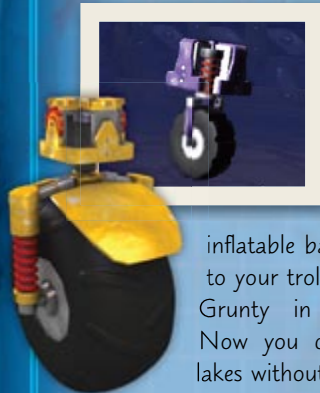
BEING BANJO

MUMBO'S MOTORS

WALKTHROUGH:

CAUTION

After you defeat Grunty and return to Showdown Town, LOG congratulates you on your success and then permanently attaches the upgrade to your trolley. With the exception of the first upgrade, High-Grip Tires, the upgrades are gadgets controlled by X, A, and B. Here is a full list of the upgrades and their effects:



High-Grip Tires: After defeating Grunty in Nutty Acres, you earn these special tires that let you drive up the steep slopes in Showdown Town. Now you can explore more territory.

Floater: These inflatable balls are attached to your trolley after beating Grunty in Logbox 720. Now you can boat across lakes without sinking.



Springs: Take Grunty down in Banjoland to earn the Springs upgrade. Now you can launch the trolley into the air and reach high ledges.



Scuba Seat: Beat Grunty in the Jiggosseum to earn the airtight Scuba Seat. Now you can drive underwater and explore the sewer pipes beneath Showdown Town.

Laser: Defeat Grunty for a second time in the Jiggosseum to earn the Laser, a powerful blaster that can break through gates and zap Pikelet's aggressive minions.



Horn: After taking down Grunty in the Terrarium of Terror, you win...a horn. Use the horn to scare ghost pigs out of otherwise inaccessible component crates.

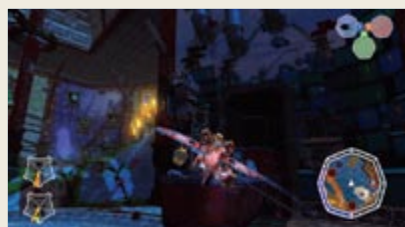


Taking Challenges

Once you enter one of a game world's acts, you can just explore (start your Note collection early) or immediately seek out the different challenges, both Jiggy and Jinjo. Check out your map. All available Jiggy challenges are marked with little icons. The Jinjos are not visible on the map, though, so you must seek them out by peeking in every nook and cranny (or just look exactly where our walkthrough tells you to). Since you are no longer in Showdown Town, you can now use your different vehicles. Just press and choose "Select Vehicle" from the menu.

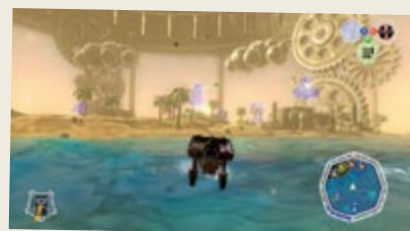
TIP

If you acquire the Spec-o-Spy gadget, install it on your vehicle and it will reveal the locations of the Jinjos on your minimap.

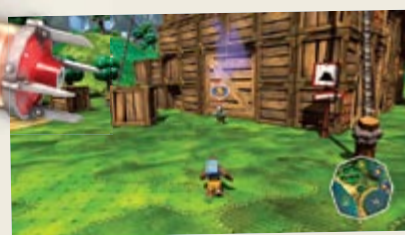


Use different vehicles--land, sea, and air--to explore every inch of the game worlds and hunt down all available Notes.

You can easily spot your friends in each game world from a distance, thanks to the giant hologram that appears over their heads.



Jiggy Challenges



Once you're ready to start earning Jiggies, talk to one of your friends. As you approach, a menu appears over them telling you the name of their challenge, what rewards you

have earned if you've already tried the mission, and whether or not you can choose your own vehicle or if you must use a special vehicle selected by LOG. To accept the challenge, press X. The first time you talk to the friend about the challenge, they explain the parameters of the challenge. Some challenges are races. Other friends ask you to deliver items. And some are games, such as a version of basketball involving you, a giant hoop, and a set of cool springs.

Being Banjo

NOTE

Every time you play a challenge where the vehicle is LOG's choice, you bank that vehicle blueprint for later use anytime you like. Some of LOG's vehicles are great templates for experimenting on in the garage.



If you get to select the vehicle for this challenge, you can either peek through your list of blueprints or head into Mumbo's Motors to create

a new vehicle specifically for this challenge.

NOTE

There is no penalty for losing a challenge. Just experiment with vehicles in the garage, adding parts and gadgets until you get a great combo that helps you to complete the challenge successfully.



After you complete the challenge, prizes are awarded. If you finished the challenge fast enough, you earn a valuable Trophy in addition to the Jiggy and Notes. If you get the Jiggy but the Trophy is still out of reach, just come back later. You discover new vehicle parts all the time in Showdown Town, and Humba Wumba puts up new parts for sale in her shop when you reach certain Jiggy thresholds. You'd be surprised how easy it is to win some of those early races in record time after you pocket a Large Engine and a Large Fuel Tank. And if competitors in a challenge are too rough on you, return after you've banked a Grenade Turret. One shot from that across the bow ought to turn the tide.

TIP

Don't like the vehicle LOG has chosen for a challenge? Use the world editor to change the configuration on the spot! Although you're limited to those components LOG selected, you're free to reconfigure the vehicle however you like. Don't worry about losing challenge time, either. In the world editor, time stops, so you have all the time in the world—literally!

Free Parts and Adjustments



Some challenges offer free vehicle parts that you can attach to your ride right away. These parts are inside little boxes with Mumbo's stamp on the side. Break open the box with the wrench and then latch on to the part. Quickly press **X** to attach the extra part to your vehicle so you don't lose any time. For example, some race missions might offer a free Small Engine near the starting line so you can get a leg up on the competition. Any time a challenge offers a free part, we call it out in the walkthrough so don't worry--you won't miss a thing!



You can also make adjustments to your vehicle on the fly in any challenge. Should you discover that you might have placed the wings on a plane too close to the front of the vehicle, grossly

affecting its lift, just hop out and stand close to the vehicle. Lasso the vehicle with the wrench and press **Q** to enter a quick vehicle adjustment screen. Here, you can move parts around or completely detach them. However, you cannot add parts from your inventory back at the garage. That must be done in the garage before accepting a challenge.

For a full explanation of how to use Mumbo's Motors, the garage where you build vehicles, please see the "Mumbo's Motors" chapter. Everything a budding greasemonkey, er--greasebear, needs to know about tinkering is right there at your fingertips.

BANJO'S BACK

BEING BANJO

MUMBO'S MOTORS

WALKTHROUGH:

BANJO-KAZOOIE NUTS & BOLTS

Jinjo Challenges

There is at least one Jinjo in every act that requires assistance. After tracking the Jinjo down, talk to it to see what it needs help with. Some of the Jinjos want you to fetch an item, others want to 'rassle and play. There are six types of Jinjo challenges: speed, race, taxi, hurl, combat, and fetch. These tasks remain constant throughout all of the game worlds—only the basic parameters for successfully completing the contest changes. For example, a red Jinjo offering the Hurl challenge in one act may only want to be pushed a distance of 250 units, while the purple Jinjo in a different act may expect to be blasted up to 400 distance units. Here's how the six challenges break down:



Speed: To win this contest, you must reach a certain speed prescribed by the Jinjo. It marks the required velocity on your speedometer (the circle around your map). You

must hold that speed for one second (three sound beeps) to win.

Race: The Jinjo offering this contest turns into a giant ball and rolls through a short course. You must race it through the different checkpoints and come in first place to win the Jinjo Token.



Taxi: Jinjos have little legs, making it tough for them to cross great distances. Help them out by transporting them in a taxi to their destination under a specific time limit.



Hurl: Gather up a burst of speed and blast into this Jinjo ball, rolling it across the game world. To win, you must roll the Jinjo a certain distance noted at the start of the contest. For best results, let gravity help out whenever possible. Roll the Jinjo down a hill so it picks up momentum.



Combat: Think of this contest as sumo wrestling. You must push the Jinjo ball out of a small area within the time limit to win. If the Jinjo bounces you outside the arena, you lose. No token for you.



Fetch: Jinjos have a habit of dropping things and forgetting where they are. Seek out the Jinjo's lost item and bring it back to earn the Jinjo Token.



Other Stuff

In addition to seeking out challenges and banking Jiggies, there are lots of extra activities to do in *Banjo-Kazooie: Nuts & Bolts*. Klungo has opened up an arcade in Showdown Town and his first stab at videogame design is a wonderful throwback to the 8-bit era. There is Jinjo Bingo at King Jingaling's place near the Showdown Town waterfront. But one of the best things you can play with is a camera that snaps photos of Banjo and Kazooie while they explore LOG's worlds.



To take a photograph of Banjo, hit pause on the scene you want to capture. Select the "Photo" option from the menu. A camera sight appears on-screen. Now use the left control stick to pan and zoom, positioning the camera exactly where you want it. To take the photo, press **Y**. The scene is instantly captured. Now, you can share these photos with other *Banjo* players over Xbox Live.

Mumbo's Motors

Mumbo's Motors



Down in the heart of Showdown Town, Mumbo the shaman runs a mechanic's paradise. Called Mumbo's Motors, this grease shop is where you go to design, create, and modify the vehicles needed to zoom around LOG's videogame worlds and collect the necessary Jiggies. As you gather new vehicle parts by finding Component Crates hidden around Showdown Town and buy them from Humba Wumba's shop, you increase the number of possible configurations. At first, you're pretty much limited to basic little carts, but once you bank some wings, rotors, and floaters, the garage is your oyster. After assembling a vehicle, you can then paint it to your exact specifications and take it for a test drive on Mumbo's stunt track. Definitely use that test track, because nothing's worse than building a new ride just before starting a challenge, only to realize you forgot something. You know, like a fourth wheel or ammo for a launcher.



Inside the Garage



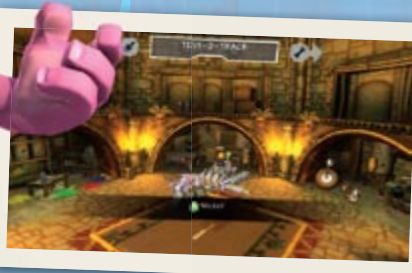
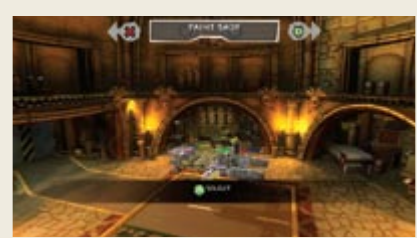
You can slip inside Mumbo's Motors anytime you wish—there is no admission fee nor closing hours. Mumbo's garage has several work stations, called Arches. Each

Arch, accessible by just pushing the left control stick left or right, serves a different function. The available Arches are:

Workshop: This is where you go about building and modifying your vehicles. Whether you're starting from scratch or working from a blueprint, choose this Arch to roll up your sleeves and make with the mega-motor madness.



Paint Shop: After building your new vehicle, switch to this Arch to slap some paint on it. You can paint every single part, allowing you to customize the look of the vehicle just the way you want it.



Test-o-Track: Before heading out into Showdown Town or back into one of the videogame worlds to accept a challenge, put that new ride through the paces here. Discovering that

you left something out or built your rig completely off-balance long after you've left Mumbo's Motors is a good way to waste time.

BANTO'S BACK

BEING BANTO

MUMBO'S MOTORS

WALKTHROUGH:

Vehicle Database:

This is where you save new vehicles as blueprints or load up blueprints bought from Humba or won after you complete a challenge where the vehicle was LOG's choice.



Workshop

The workshop is where you create your new vehicles. As mentioned, you can start from a blueprint, but you can also build a vehicle from scratch or use one of eight chassis patterns premade by Mumbo. Once you decide how you want to get started, you close in on the vehicle building space over a set of rollers. The toolsets appear on the right side of the screen and your component inventory appears on the left. If you are working on an existing vehicle, you can select Modify Vehicle with **X**. Otherwise, select the Parts Store to start sifting through your available vehicle components and plan out your brand new ride.

There are a few important things you must know about a vehicle right up-front. These are essentials that cannot be neglected or else your vehicle will fail in the field:

- You must have components so the vehicle can get around. For land vehicles, that usually means wheels, but propellers or jets will also do the trick (if you are building a boat and have found the hover pieces, you may substitute those for wheels.)! But without some means of crossing dry land, your vehicle will just sit there helplessly.
- Every vehicle must have a seat for Banjo in order for it to work.
- Unless your vehicle is powered by the wind (via sails or balloons), you must include both an engine (or jet) and a fuel tank. Without either, your vehicle will not work.
- All pieces must be connected. You cannot leave pieces in the garage unattached to your vehicle.
- If you place a weapon on your vehicle that uses ammo, you must attach an ammo case to the vehicle. Without this component, the weapon will not fire.

TIP

Strengthen your vehicle by connecting each piece to as many other pieces as possible. Pieces that are attached by flimsy parts, such as a pole, or just slapped against a fuel tank, risk being knocked loose in a crash or if attacked.

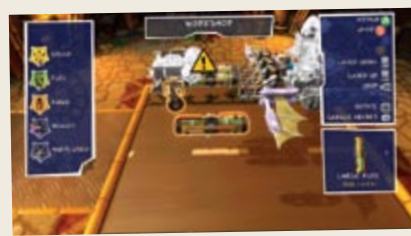


You use a single cursor to build your vehicle. You manipulate the cursor with the left control stick and adjust the view of your creation with the right stick. Use the camera to check out all angles of your vehicle. You don't want any extra parts just hanging off your vehicle or have pieces too low to the ground so that the vehicle's wheels barely touch. Now, imagine the building space as a giant cube made up of little cubes. Each cube within that space is someplace where you can place a component. To move the cursor up and down the different planes of the garage, use right and left triggers, respectively. Each squeeze of the trigger moves a single plane. As you attach more and more pieces to the vehicle in a vertical fashion, swivel the camera to make sure all of the pieces are lining up properly.

Parts become highlighted as you move the cursor around the vehicle. When you move it over a piece that is attached to the vehicle, a yellow outline appears around the component. To select a piece on the vehicle, press **A**. The component turns purple. Now, to move this piece, press **A** again, and the cursor disappears. You now move the piece around just as you would the cursor. You can rotate and flip the component with the d-pad. To attach it in a different place, position it where you want and press **A**. To grab a new piece from the Parts Store (your inventory), press **B** to bring up the list of available components.

TIP

Press **RB** when the cursor is on a piece to get a description of it from Mumbo.



If the piece is detached from the vehicle and not in a position where it will lock on to the vehicle, the component has an orange outline and an exclamation mark appears above

the vehicle. You can place the piece in this spot just to have it ready, but you cannot use the vehicle outside the shop until it has been either discarded from the vehicle or attached. If the piece can be attached to the vehicle in its current position, the component has a green outline. If the position of the component conflicts with an

Mumbo's Motors

existing component, the piece is outlined in red. You must delete the piece currently occupying the spot to place the new piece. To delete a piece with the cursor, or while holding a new component over it, press **Y**. The piece is automatically removed and returned to your inventory.

Those are the basics of building a vehicle. It's pretty simple to use, making it easy to create all sorts of different vehicles. Now, let's check out the Parts Store, where all of your collected vehicle pieces reside, and the stats of your vehicle, which appear to the left as you attach and detach pieces from the vehicle.

CAUTION

Make sure you balance your vehicle! If you load too many pieces on one side, the vehicle will tilt or even fall over completely.

Parts Store

When building a vehicle, you draw upon components in the Parts Store. Any components you buy from Humba Wumba or are awarded by Mumbo Jumbo are automatically placed in your inventory. (You can also play Jinjo Bingo or collect Component Crates in Showdown Town and bring them to Mumbo to earn new pieces.) When you create a vehicle, you are not permanently using parts from your inventory. For example, let's say you have four regular wheels in the Parts Store. If you build a car with those four wheels, you can still build other vehicles with those same four wheels. You essentially are building blueprints from your Parts Database here. As long as you have the piece in inventory, you can use it an unlimited number of times across as many vehicles as you can design. The only limitation is the actual number of that part when creating a single vehicle.

There are 12 component categories. When you collect a new part, the category is highlighted in the Parts Store with an orange glow so you know exactly where that new part is stored. You can go right to it and check it out. Here are the 12 component categories with an explanation of each grouping:

Seats: Each vehicle must have at least a seat for Banjo, or you won't be able to make the vehicle work. There are a handful of different driver's seats, as well as some passenger seats for situations where you need to drive friends around the videogame worlds for specific challenges.

Wheels: Almost every single vehicle needs wheels to function properly. There are a few different types of wheels for different situations, such as High-Grip Wheels that let Banjo climb steep hills without backsliding.

Power: These are your engines. The bigger an engine, the faster your vehicle will go—and the more fuel it will use. Plus, bigger engines are required to offset the weight of large vehicles.

Fuel: Fuel tanks are needed to power your engines. Without fuel, your engines will not run. Consider how long you need to drive when selecting a fuel tank. If you are going into a long race, you need a larger tank so you don't rattle to a halt.

Storage: Some challenges require transporting objects. There are a few storage options, like trays and boxes. Your starting trolley, for example, uses a small tray. The walls around trays keep objects from bouncing out during a bumpy ride.

Ammo: If you are using weapons that require ammo, you need to attach at least one ammo box to your vehicle. Powerful weapons use up ammo faster, so take that into consideration when selecting your ammo box.

Body: These are the basic building blocks of your vehicles, such as poles, panels, and wedges. They come in different weights which can affect the strength and speed of your vehicle. A heavy vehicle is slower, but can withstand more damage before starting to fall apart.

Gadgets: Gadgets are useful items that assist with challenges. For example, there is a Sticky Ball that is used to grab an object and carry it across one of the videogame worlds. The functionality of each gadget is detailed in the Component List.

Protection: Bumpers and armor plates are placed in this category. Use these components to cut down on damage taken from collisions or attacks.

Fly and Float: Propellers, wings, and floaters are in this category. If you need to build a boat or plane, the parts you require are in here.

Weapons: You must defend yourself in many of the challenges, so attach at least one weapon to your vehicle. There are basic cannons as well as some crazy weapons, like the Welder's Breath, a mounted flamethrower.

Accessories: Accessories serve no function but to trick out your vehicle and make it look good. There are some rare accessories that are fun to show off online.



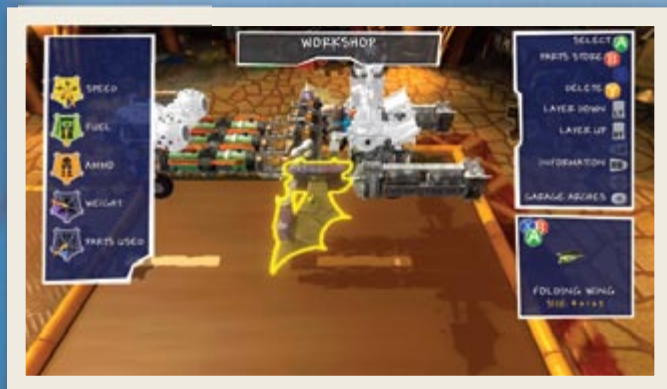
BANJO'S BACK

BEING BANJO

MUMBO'S MOTORS

WALKTHROUGH:

Vehicle Stats



As you build your vehicle, monitor the stat meters on the left side of the screen. These meters give you instant updates on the current readouts, helping you understand what changes you may need to make, depending on the challenge at hand. Here is an explanation of each stat and how they should affect your vehicle building process:

Speed: This is how fast your vehicle will go with the pedal all the way to the floor. Adding more engines increases your speed, but it also increases your fuel consumption, requiring extra fuel if you want to keep this vehicle at that top speed for very long. Speed will drop as you add more components to your vehicle, thus increasing its weight.

Fuel: This is your fuel readout. The more fuel, the better. However, if weight is a consideration, you may want to remove an extra fuel tank. (But really, try to ditch something else first. Fuel is so essential.)

Ammo: If you are using weapons, you need to add ammo to your vehicle. This shows you how much ammo you currently have onboard. Bigger, more powerful weapons use more ammo per shot. So, if you are using something with a lot of kick, like the Laser, you better pack along a bigger ammo box. As with fuel tanks, ammo boxes add weight.

Weight: As you add more and more pieces to your vehicle, the weight goes up. Offset additional weight with more power via extra engines. Weight is not always a bad thing, though. A strong vehicle, like a tank, will be weighty—but it can take a hammering from those Gruntbots.

Parts Used: You cannot use more than 250 pieces in any given vehicle, so if you start getting pretty complex with your creations (and you will because it's so much fun to experiment here), keep an eye on this meter.

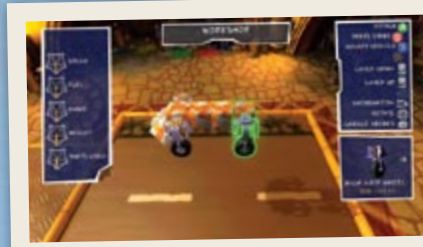
So, now that we've hit the basics of building a generalized vehicle, let's look at examples of building the four types of vehicles you need to create in the game. Of course, you will discover lots of different combos—making vehicle hybrids, for example—but here are the essentials for constructing cars, boats, planes, and helicopters.

Building a Car

Assembling a car requires at least these parts: Body pieces, wheels, seat, engine, fuel. Everything after that is pure gravy to boost vehicle performance. Let's go through putting together a car:



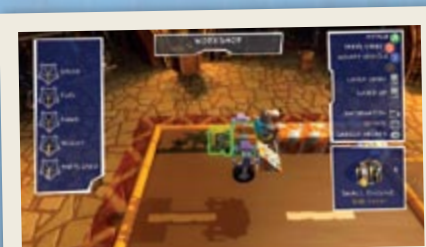
1. First, bolt together a body for the car. You need the general body shape, such as a line of cubes. Then, let's add a front-end, made out of two corners and a wedge.



2. Next, add four wheels. Place two close to the front and two close to the back. If you stretch them too far apart, the vehicle will corner poorly, like a limousine. Place the

wheels too close together, though, and you sacrifice stability. You can always add more than four wheels if you have them, which is necessary if you are loading one end of the vehicle with extra weight.

3. Don't forget, every vehicle needs a seat for Banjo. So let's place Banjo's seat somewhere toward the back of the car body. The direction the driver's seat faces is the direction the vehicle moves when you hit the gas, so place it appropriately.



4. Okay, this car isn't going anywhere without an engine. Since you only get a small engine to work with at the beginning of your adventure, let's just stick the small engine on the back of the car

here. (Later on, you find bigger, more powerful engines—even jets.)

5. Next, add a fuel tank so the car can actually move. Remember, no fuel—no go. And that's your basic car.



Mumbo's Motors

Even with just these few components, you have a fully functioning car so Banjo can tour the countryside.

Since you pick up more components over time, let's look at changes and additions you can make to this basic car as the game progresses.



The small engine is soon outclassed by your competitors, so you better add a medium or large engine as soon as you recover one. You don't necessarily have to remove the small engine, though. The more engines, the more speed.

Since we added more engines, we better slap some bigger fuel tanks on this car--especially if there's a long race coming up.



Plan on playing tag with other vehicles? Put some bumpers on the front of the car so your front-end doesn't take damage in a collision.



Let's place some Egg Guns on the front of the car so you can punish anybody that cuts you off. Just make sure you have some ammo to keeps these guns stocked.



And really, doesn't Banjo deserve a little flash? Place some Cruisin' Lights on the sides of his car.



NOTE You can build motorcycles, too. Just make sure you place both wheels in a straight line or else you'll be driving in circles!

TIP When you place wheels on a vehicle, you can select how you want them to handle. You can select a general setting or specialize the wheels for turning.

Building a Boat

Since many challenges take place in the water, you're going to need a boat. Let's create a basic watercraft here which you can expand on later in the game as you get additional components. Before you can build a boat, though, you need the Floaters component so the craft will stay on the surface of the water.



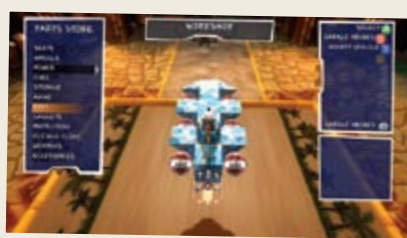
the Floaters. If those are knocked loose, the boat sinks.

6. First, let's assemble a small body for the boat so there is little weight and place Banjo's seat toward the back. Placing wedges along the sides of the boat adds a little protection for

7. Next, place the Floaters along the sides of the boat. Make sure you place an equal number on each side of the boat so it doesn't tip while cornering.

8. Now, propellers are essential for building boats. (Later, when you get jets, you can replace the propellers.) Let's place one propeller on the back of the

boat so the blades face away from the craft. Arrows show which way the propeller will move the vehicle. In this case, the propeller pushes the vehicle through the water.



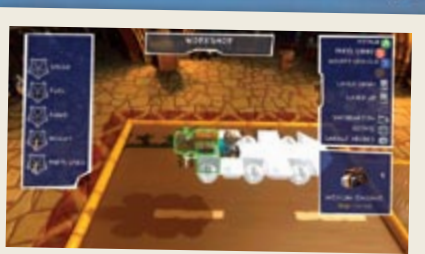
BANJO'S BACK

BEING BANJO

MUMBO'S MOTORS

WALKTHROUGH:

9. Finally, because there is a propeller on this boat, we need an engine and fuel tank to keep it going. Place those on the back half of the boat, but try to balance the weight between the left and right sides of the craft.

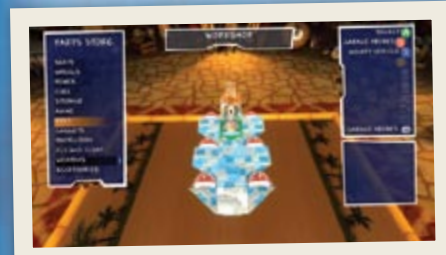


TIP

After earning the Scuba Seat, you can build a submarine. Just make a weighty enough boat with a propeller or jet. While crossing the water, just deflate your Floaters and sink beneath the waves to sneak up on enemies or explore the underwater areas in each videogame world.

Building a Plane

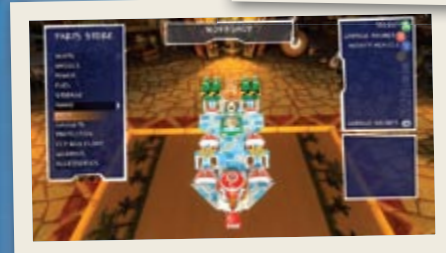
Many ledges and peaks in the videogames worlds cannot be visited without aid of wings or rotor blades, so let's assemble an airplane and then a helicopter. You cannot build a plane without wings and some means of propulsion. At first, that's a set of propellers. But later you can replace those props with a sweet set of jet engines that really scream through the skies.



And here's our brand new boat!

Now, let's add some weapons and other components to the boat so we can defend ourselves in a race and turn this boat into an amphibious vehicle.

Place wheels on each side of the boat so it can drive on land and actually reach the water.



How about adding Weldar's Breath to the front of the boat (and some ammo in the back) so we can attack other vehicles in the water with us?

Always check your vehicles on the test track so you know things are working just the way you want before returning to LOG's videogame worlds.



10. First, let's build a narrow body for the plane out of a few blocks and panels. Attach wings to each side of the plane. Now, add Banjo's seat between the wings.



11. Next, add at least three wheels to this plane. You need to pick up speed rolling down a runway or other flat space so the lift picks you up off the ground. Since you added wheels,

you need to place an engine on the plane. Here, there's a small engine behind Banjo's seat.

12. Now, since there is an engine onboard, you need fuel. Let's add two fuel tanks to this plane, but put them on the wings. We need the surface of the fuel tanks for the next step.



Mumbo's Motors



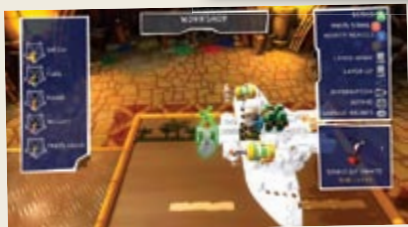
completed plane. Now we can take off and see all those hidden Notes not visible from the ground!

One of the best uses for the plane is an airborne attack platform. Let's add some weapons (and ammo) to this plane so we can attack Gruntbots from the skies as well as riddle competitors that try to pass us during a race.

A pair of Egg Guns on the front of plane turns this regular prop plane into a dogfighter.



Every plane needs Mr. Pants on its nose. It's just that nice final touch that makes all the difference.

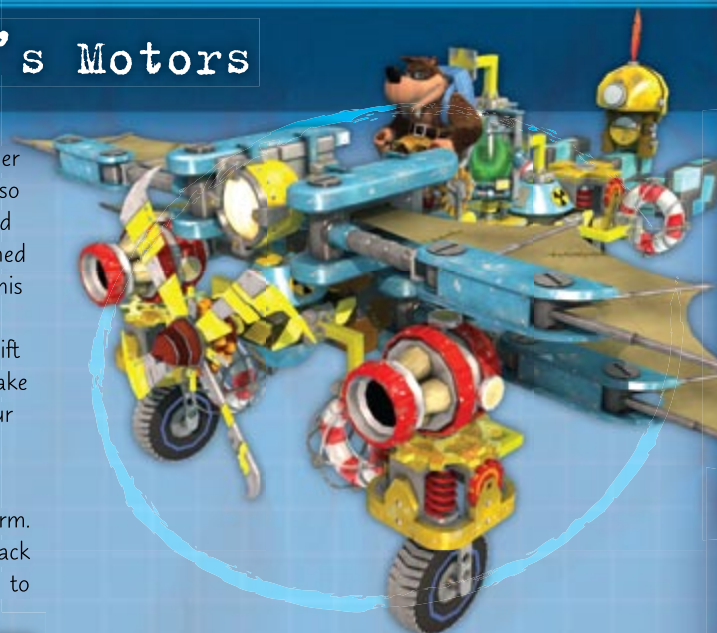


Building a Helicopter

Finally, let's look at the basic design of a helicopter. Helicopters are useful thanks to their added mobility. Unlike planes, which are primarily forward-moving machines, helicopters can hover over targets and drop in unexpectedly to surprise enemies or carry off necessary objects. To create a helicopter, you need at least one propeller.



14. The first step is to build a basic body for the helicopter. A narrow body with a column behind Banjo's seat is perfect for housing the main propeller, which will serve as the rotor that provides lift to this vehicle.



BANJO'S BACK

BEING BANJO

MUMBO'S MOTORS

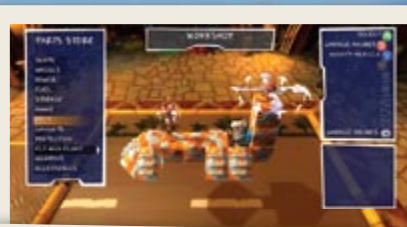
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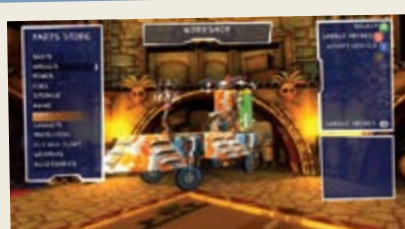
15. Now, let's attach the rotor to the column. Here, we're using a large propeller. At first, you only have access to a small propeller, meaning your helicopter will have

less lift, take longer to get off the ground, and be slower in the air.

16. To add a little more lift, let's place a second propeller toward the front of the helicopter.



17. Next, add an engine and a fuel tank. In this helicopter, we're adding a medium engine (replacing part of the column to keep the footprint of the helicopter small) and a medium fuel tank to the back of the vehicle.



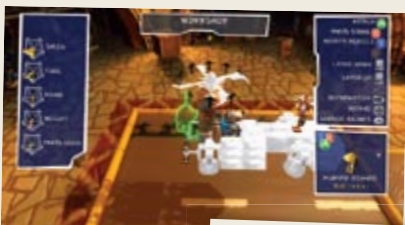
18. Without wheels, this helicopter will drop to the ground with a thud, risking body damage. So, let's add at least three wheels to the helicopter.

BANJO-KAZOOIE NUTS & BOLTS



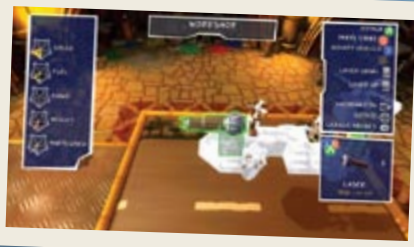
19. Finally, if you have extra propellers, add at least one to the back of the helicopter. If you only have rotors on top of the vehicle, you cannot move horizontally very fast—that makes it tough to evade incoming fire or make corners in anything but slow, wide arcs. Placing a propeller on the back of the helicopter gives it some push as well as lift. And that's our helicopter.

Thanks to their mobility, helicopters make excellent weapon-bearing vehicles for challenges that require you to take out a certain number of enemies. Let's turn this helicopter into a gunship.



Place a Mumbo Bomb on the back of the helicopter so you can drop bombs on ground-based enemies.

You won't necessarily get a Laser for a while, but be sure to place some weapons on the front of the helicopter so you can pick off rivals in the air.



NOTE Check out the eight free chassis designs in the Vehicle Database Arch. Mumbo offers these as a little beginner's inspiration.

Paint Shop

After you finish your vehicle in the workshop, switch over to the Paint Shop Arch to cover your creation in a fresh coat. Here, you can color your vehicles with just a few clicks of the controller. When you first arrive in the paint shop, you pick your first color from the list on the left side of the screen. The available colors are: blue, purple, peach, orange, teal, pink, black, silver, green, aqua, yellow, red, and brown.



limit on the number of times you can paint a piece, so experiment until you have the vehicle looking just the way you like it.



Go Gothic with black and purple paint!

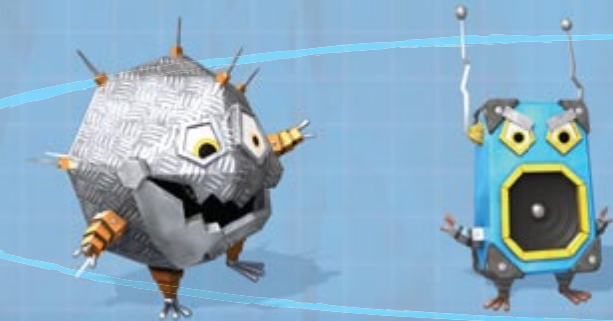
Paint your race car bright red.



You can also choose to paint the entire vehicle the same color by selecting the "All Mode" option with **Y**. This lassos every component and splashes them with the same hue. This is a good way to apply a base coat of paint before going in for detail work on individual pieces.



Nice pink ride, Banjo. Are you trying to impress a certain plumber's girlfriend with that hot rod?



Mumbo's Motors

Test-o-Track



After you create a vehicle, pull into the Test-o-Track Arch and give the vehicle a trial run. Mumbo's stunt course offers plenty of road to try out cars, bikes, and tanks. There is a man-made lake to see how your boat handles in the water, and it's deep enough to try out a submarine. Use the open skies above the Test-o-Track to test the cornering of your planes and check out how quickly your helicopters take to the air. You can spend as long as you like inside the Test-o-Track to inspect your vehicle performance—there is no admission fee and you can take a vehicle in there as many times as needed to get it finely tuned to your exact specifications.

TIP

Use the giant balls in the Test-o-Track to try out the cargo capacity of your vehicles. It's not a bad idea to make a cage-on-wheels for carrying large objects (or lots of small ones).

TIP

Springs can be used for more than making your vehicles jump. Try placing springs inside a cargo area to turn it into a launcher.

CAUTION

You can really keep the weight of a vehicle down by constructing it out of smaller pieces, like poles. But if you make a giant axle just out of little poles or construct a cage out of poles without any reinforcement, you could see the whole thing shatter under just a single strike.

TIP

Every time you find a new weapon, come to the Test-o-Track and give it a try. You may find some unique uses for new weapons through experimentation. For example, instead of just pointing them all in one direction, why not place Egg Guns all the way around your tank so absolutely nothing will come near it?



Component Lists

It will take you some time to collect all of the vehicle components in Banjo-Kazooie: Nuts & Bolts, but knowing everything is available in advance will help you plan out your vehicles better. These lists detail every single vehicle component in the game. The list is split into the different component categories you see in the Parts Shop, such as fuel, ammo, and gadgets. Each component includes a full description of the item and all relevant stats, including:

- **Weight:** The general weight of the component, such as light, medium, or heavy.
- **Strength:** How well the component holds up against damage.
- **Grip:** This is for wheels, explaining how well the tire "bites" the ground.
- **Ammo Used:** Rate of ammo consumption.
- **Damage:** What kind of damage the weapon dishes out against rival vehicles or enemies, like Gruntbots.

Seats

	Component	Strength	Weight	Description
	Standard Seat	Medium	Very Low	Basic seat with low weight.
	Strong Seat	Very High	Low	This fortified seat protects Banjo from incoming damage.
	Scuba Seat	Medium	Low	This special seat lets you drive underwater without worrying about air.
	Super Seat	Very High	Low	A fortified Scuba Seat.
	Passenger Large Seat	High	Low	Extra seat for hauling one large, or two regular-sized passengers.
	Passenger Small Seat	High	Very Low	Extra seat for hauling a single passenger.

Wheels

	Component	Strength	Weight	Grip	Description
	Standard	Medium	Very Low	Low	Regular wheels without much grip.
	High-Grip	Medium	Very Low	High	The extra grip on these wheels reduces speed.
	Super	Very High	Very Low	High	The best wheels you can put on a vehicle.
	Monster	High	Low	Medium	Huge wheels can handle almost any terrain, but speed takes a hit.








BANJO'S BACK

BEING BANJO





MUMBO'S MOTORS

WALKTHROUGH:





Power

	Component	Strength	Weight	Power	Fuel Used	Description
	Small Engine	High	Low	Low	Low	Basic engine that provides a little propulsion without much fuel usage.
	Medium Engine	High	Low	Medium	Medium	Faster and more powerful than the Small Engine, but uses more fuel.
	Large Engine	High	Medium	High	High	Large engine with lots of power, and lots of fuel consumption.
	Super Engine	High	Low	High	Medium	Rare, powerful engine that provides a lot of speed without using much fuel.
	Small Jet	High	Low	High	High	More powerful than all engines, but it uses more fuel.
	Large Jet	High	Medium	Very High	Very High	Extremely fast jet that uses the most fuel, but offers excellent acceleration.
	Sails	Low	Low	Very Low	None	Simple sail system that uses no fuel, but it is considerably slower.

Fuel

	Component	Strength	Weight	Fuel	Description
	Small Fuel	High	Very Low	Low	Small, light tank without much fuel in it.
	Medium Fuel	High	Low	Medium	More fuel to keep your vehicle going for longer.
	Large Fuel	High	Low	High	The heaviest fuel tank, but it carries a lot of juice.
	Super Fuel	High	Very Low	Very High	Small, compact fuel tank with a massive supply of energy.









Storage

	Component	Strength	Weight	Description
	Tray	Very High	Medium	Small tray for loading objects.
	Large Tray	Very High	High	This larger tray can hold more objects.
	Box	Very High	Medium	This tray has high sides for carrying objects through bumpy situations.
	Large Box	Very High	Very High	Larger version of the box with high sides for transporting objects.

Ammo








	Component	Strength	Weight	Ammo	Description
	Small Ammo	High	Medium	Low	Small, light box without much ammo.
	Medium Ammo	High	Medium	Medium	This box offers more ammo to keep your weapons firing.
	Large Ammo	High	High	High	The heaviest box offers a considerable supply of ammo.
	Super Ammo	High	Medium	Very High	This rare box contains the most ammo with the least weight.

Body



















	Component	Strength	Weight	Description
	Light Cube	Very Low	Very Low	Basic building block with low weight but little resistance to damage.
	Light Wedge	Very Low	Very Low	Basic building block with low weight but little resistance to damage.
	Light Corner	Very Low	Very Low	Basic building block with low weight but little resistance to damage.
	Light Pole	Very Low	Very Low	Basic connector (pole, L-pole, T-pole) with low weight but little resistance to damage.
	Light Panel	Very Low	Very Low	Basic panel (panel, L-panel, T-panel) with low weight but little resistance to damage.
	Heavy Cube	Medium	Low	Heavy building block with extra weight but greater resistance to damage.
	Heavy Wedge	Low	Low	Heavy building block with extra weight but greater resistance to damage.
	Heavy Corner	Low	Very Low	Heavy building block with extra weight but greater resistance to damage.

Mumbo's Motors

Body

	Component	Strength	Weight	Description
	Heavy Pole	Low	Very Low	Heavy connector (pole, L-pole, T-pole) with low weight but greater resistance to damage.
	Heavy Panel	Low	Low	Heavy panel (panel, L-panel, T-panel) with extra weight but greater resistance to damage.
	Super Cube	Medium	Very Low	Rare building block with low weight but solid resistance to damage.
	Super Wedge	Low	Very Low	Rare building block with low weight but solid resistance to damage.
	Super Corner	Low	Very Low	Rare building block with low weight but solid resistance to damage.
	Super Pole	Low	Very Low	Rare connector (pole, L-pole, T-pole) with low weight but solid resistance to damage.
	Super Panel	Low	Very Low	Rare panel (panel, L-panel, T-panel) with low weight but solid resistance to damage.

Gadgets

	Component	Strength	Weight	Description
	Aerial	Very Low	Very Low	This gadget picks up speech from the different videogame worlds. What will you hear?
	Chameleon	Low	Very High	Engage this gadget for approximately 25 seconds of invisibility.
	Detacher	Low	Low	Attach extra parts to your vehicle and then cut them loose with this gadget.
	Ejector Seat	Medium	Low	This ejector seat blasts Banjo out of the vehicle.
	Gyroscope	Low	Low	This gadget turns your car into a stunt vehicle capable of big twists and turns in the air.
	Horn	Very Low	Very Low	This horn makes a bunch of noise -- enough noise to even scare off a ghost.
	Liquid Squirter	Medium	Medium	Dip your vehicle in liquid to fill this gadget and then hose stuff off.
	Replenisher	Medium	Very High	This device automatically refills spent ammo and fuel.
	Robofix	Medium	Very High	This gadget automatically repairs damaged vehicles.
	Self-Destruct	Medium	Low	This gadget detonates your vehicle, taking out anything nearby.
	Spec-o-Spy	Medium	High	This gadget helps you locate the Jinjos in the Challenge worlds, and allows you to spy on things when activated.
	Spoiler	Very Low	Very Low	Attach these to the back of your car to keep it from raising off the ground.
	Spotlight	Low	Low	This light illuminates the area in front of it.
	Spring	Medium	Low	Deploy the springs to launch your vehicle into the air.
	Sticky Ball	Medium	Medium	Release this gadget to grab on to objects and then carry them around. Reel in the ball to release the object.
	Suck n' Blow	Medium	High	This gadget pulls in objects and then blasts them away like trash.
	Tow Bar	Medium	Low	Place these gadgets on different vehicles to tow them along.
	Vacuum	High	High	This vacuum draws in small objects and deposits them right behind the gadget.





BANJO'S BACK

BEING BANJO










MUMBO'S MOTORS

WALKTHROUGH:











Protection

	Component	Strength	Weight	Description
	Bumper	Very High	Low	Use this to protect your vehicle from collision damage. (Or try placing it around your vehicles to make them bouncy.)
	Armor	Very High	Medium	Protect vehicle parts from damage with these armor plates.
	Energy Shield	Medium	Very High	This component protects the entire vehicle from damage, but it weighs a lot. A lot.
	Smoke Sphere	Low	Low	Release clouds of smoke behind your vehicle to set up a diversion or confuse rivals.

Fly and Float







	Component	Strength	Weight	Power	Description
	Standard Wings	High	Low	n/a	Basic set of wings to create lift for your air vehicle.
	Folding Wings	Medium	Low	n/a	These retractable wings fold in and out at your command. Turn a jet car into a plane with these.
	Sinker	High	Very High	n/a	This giant weight drags down vehicles. Combine it with the Detacher to cause real mischief.
	Balloon	Very Low	Very Low	Very Low	Inflate these balloons to lift a vehicle into the air without need of fuel.
	Floater	Low	Very Low	n/a	Buoyant rubber rings that can be inflated and deflated to keep vehicles afloat.
	Small Propeller	Medium	Very Low	n/a	Small propeller that can be used to propel a boat or lift a helicopter.
	Large Propeller	High	Low	n/a	More powerful than the small propeller.
	Large Folding Propeller	High	Low	n/a	A retractable version of the large propeller. Good for creating an amphibious vehicle.
	Air Cushion	High	Low	Very Low	Use air cushions to create hover vehicles with little resistance.

Weapons








	Component	Strength	Weight	Ammo Used	Damage	Description
	Fulgore's Fist	High	Low	None	Medium	Melee weapon punches other vehicles at close range.
	Boot-in-a-Box	Medium	Low	None	Medium	A pirate boot pops out of this box and kicks things. Hard.
	Spike	Low	Very low	None	Low	This small spike causes damage on contact. It can also pop inflatable objects, like balloons.
	Freezezy	Medium	Medium	Low	Low	This fridge weapon fires an iceball that temporarily freezes enemies in their tracks.
	Egg Turret	Medium	Medium	Very Low	Very Low	You must exit the seat and sit in this turret to fire small egg-shaped pellets at enemies.
	Weldar's Breath	Medium	Low	High	High	Mount this flamethrower on your vehicle to roast rivals at close range.
	Egg Gun	Low	Low	Very Low	Very Low	This small cannon fires pellets at a rapid rate. Use multiple Egg Guns to create a battery.
	Grenade Gun	Medium	Low	Medium	Medium	Launch explosive rounds at enemies. These rounds travel in a straight line and explode on impact.
	Rust Bin	Medium	Low	Low	Low	This launches a rust ball at a rival vehicle that latches on and leeches energy.
	Grenade Turret	High	High	Medium	Medium	Sit in this turret to fire grenade rounds at enemies at a great distance.

Mumbo's Motors

Weapons

	Component	Strength	Weight	Ammo Used	Damage	Description
	Torpedile	Medium	High	Very High	Very High	This is a homing missile that works both in the air and in the water. Extremely powerful, but a real ammo drain.
	Laser	Low	High	Very High	Very High	The laser uses a lot of ammo, but it slices through armor and blocks to tear a rival vehicle apart.
	Mumbo Bombo	Medium	Low	Medium	Medium	Attach this weapon to your vehicle to drop bombs on enemies. It is especially useful on helicopters.
	Clockwork Kazoie	Medium	Medium	High	High	This weapon fires homing rounds at enemies. Much slower and less powerful than the Torpedile.
	Citrus Slick	Low	Low	Low	Low	Launches oranges at rival vehicles. If hit, they temporarily lose control.
	E.M.P.	Medium	High	High	High	Unleashes an electric pulse that temporarily disables the weapons and gadgets all around your vehicle.

Accessories

	Component	Strength	Weight	Description
	Cruisin' Light	Very Low	Very Low	Attach these lights to your car so it glows in the dark.
	Plant Pot	Very Low	Very Low	Flower smell pretty.
	Spirit of Pants	Very Low	Very Low	Hey, it's Mr. Pants.
	Windscreen	Very Low	Very Low	Place this small windshield in front of your driver's seat.
	Mirror	Very Low	Very Low	Attach side mirrors for fun.
	Papery Pal	Very Low	Very Low	Viva this vehicle decoration.
	Stereo	Medium	Low	Activate this stereo to listen to classic Rare tunes.



BANDIT'S BACK

BEING BANDIT

MUMBO'S MOTORS

WALKING

Showdown Town

Spiral Mountain has been peaceful for a long time, and with no evil witches to test them the bear and bird have let themselves go. But this comes to an end when the skull of Grunty makes an unwelcome return! The hefty heroes are ready to battle but the all-powerful LOG, Lord of Games, appears to settle their score once and for all. He pits them against each other in a repetitive competition, but the extremely unfit opponents are not up to the task. So LOG gives them both a make-over and a vehicle, then transports the pair to Showdown Town. This bustling metropolis exists inside LOG's incredible universe, serving as a central hub for all travel to various outer territories, the videogame worlds of the digital monarch's imagination. Through six sets of doors that access the videogame world, bear and bird head out on adventures to capture Jiggies. But Showdown Town is also a place of commerce and communication, where Banjo and Kazooie must seek out vehicle parts and chat up locals for secret information.

At first most of Showdown Town is closed off, thanks to a series of steep ramps that cannot be negotiated by the meager wheels on your first trolley. But as soon as you upgrade that trolley, first with high-grip tires and later with floaters, springs, and the Scuba Seat, all of Showdown Town reveals itself. Be sure to check every square inch of the town for Notes, crates full of vehicle components, and some very familiar characters from Banjo's previous escapades. And be sure to keep those eyes peeled for clever homages to previous Rare games. Never let it be said that Rare doesn't have a sense of humor about itself.

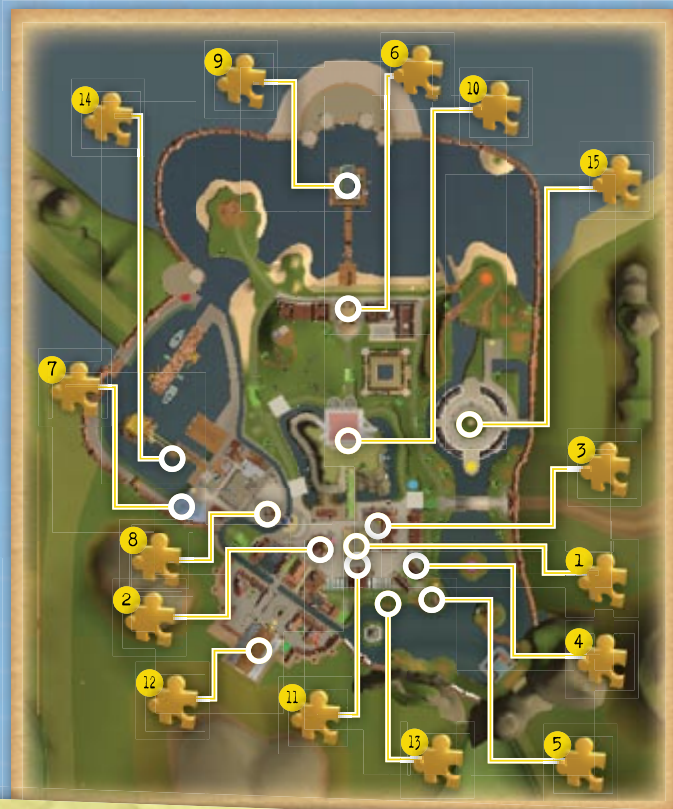
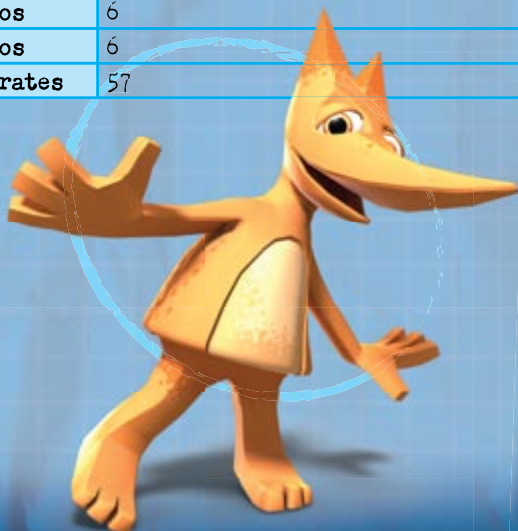
Showdown Town Map

Here is the complete map of Showdown Town seen from above. Every shop, important character, and game world is noted on this map. Use this map in conjunction with your on-screen map to get around the city and zero right in on the necessary points of interest to get closer to your final confrontation with Grunty. In addition to this overview, there are other maps in this chapter that detail the location of secondary goals, such as jailed Jinjos and errant Mumbo Crates.

Collectibles

Every world has a set number of collectibles, including Showdown Town. Here is everything you can collect in Showdown Town to add to your overall tally of found items:

Total Jiggies	34
Total Notes	900 (200 Bronze, 60 Silver, 40 Gold)
Jinjos	6
Minjos	6
Mumbo Crates	57



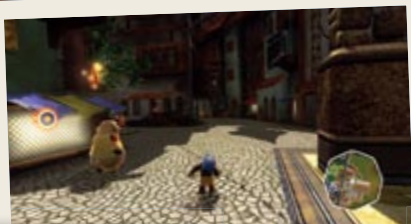
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| 1 Jiggy Bank | 6 King Jingaling's | 10 LOG |
| 2 Mumbo's Motors | Bingo Palace | 11 Nutty Acres |
| 3 Humba Wumba | 7 Boggy's Gym | 12 Logbox 720 |
| 4 Bottles | 8 Pikelet | 13 Banjoland |
| 5 Trophy Thomas | 9 Klungo's Arcade | 14 Jiggosseum |
| | | 15 Terrarium of Terror |

Walkthrough: Showdown Town

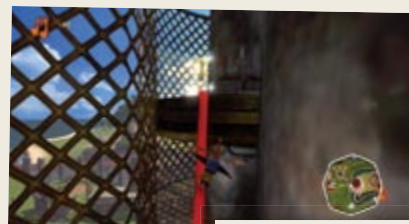


There are Notes all over Showdown Town. Look on top of buildings.

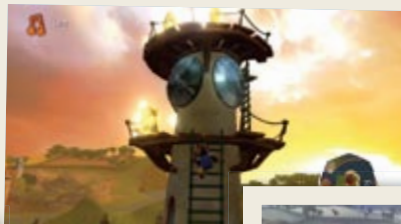
There are many Notes in the theater district around the Logbox 720 plinth.



Check the little changing booths on the beach for Notes.



Ascend LOG's videogame factory to locate a plethora of Notes.



The lighthouse overlooking the waters glistens with Notes.

Once you can cross the waters, check out the islands in the lake for Note collections.



The tightropes leading from the islands toward the heart of Showdown Town are lined with Notes.



Climb the drainage pipes in Uptown to pick up Notes from atop the buildings.



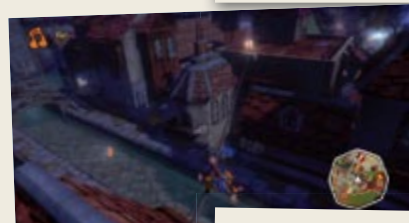
Shops & Friends

Notes are the accepted currency in Showdown Town, so make sure you pick up as many as possible in order to purchase new vehicle pieces from Humba Wumba, gym upgrades from Boggy, and bribe the local law enforcement to stop interfering with your deliveries to the Jiggy Bank.

Mumbo's Motors



As described in the previous chapter, Mumbo's Motors is where you report when you want to create or modify a vehicle for use in the game worlds. (You can only use a trolley in Showdown Town.) Inside Mumbo's Motors, you can build vehicles from scratch, paint them up however you like, and save them as a blueprint for use in your Jiggy challenges. In addition to building rides, Mumbo's Motors is your destination any time you recover a pink Mumbo Crate anywhere in Showdown Town. Place the Mumbo Crate on the pink pad just outside Mumbo's garage



Check out the canal running through Showdown Town. Fish Notes out of the waters.

The road lining the outer wall of Showdown Town, behind the docks, props up a lot of Notes.



BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Showdown Town

and then talk to the shaman-cum-mechanic. Mumbo opens up the crate, tells you exactly what was inside, and then deposits the new pieces into your workshop inventory.

NOTE

For a complete list of every Mumbo Crate in Showdown Town, along with a map of each location, please see the Mumbo Crate section of this chapter.

Mumbo is actually quite generous with vehicle parts himself. The shaman watches the huge Jiggy Bank just outside his shop and awards you extra pieces depending on the number of Jiggies you've collected and banked. The pieces are automatically added to your inventory. Here's a full chart of the freebie components from Mumbo and how many Jiggies are required for each vehicle piece:

Mumbo Free Parts

Component	Jiggy Count
Small Fuel	5
Small Engine	5
Small Propeller	5
Egg Gun	5
Small Ammo	5
Standard Wheels	10
Medium Engine	10
Light Body Kit	10
Wing	10
Bumper	10
Liquid Squirter	20
High Grip Wheel	20
Balloon	20
Medium Fuel	20
Medium Ammo	20
Tow Bar	30
Spotlight	30
Large Passenger Seat	30
Boot-In-A-Box	30
Heavy Body Kit	30
Egg Turret	40
Spring	40
Box	40
Floater	40
Detacher	40
Large Engine	50
Large Ammo	50
Vacuum	50
Gyroscope	50
Suck N' Blow	50
Small Jet	60
Large Fuel	60
Sticky Ball	60
Sail	70
Folding Propeller	70
Folding Wing	70
Weldar's Breath	80
Super Body Kit	90
Super Wheels	95
Super Ammo	100
Super Fuel	105
Super Engine	110

Humba Wumba



Mumbo's rival shaman, Humba Wumba, sets up shop across the town square from Mumbo's Motors. Under the shade of a large umbrella, Humba sells vehicle parts and premade blueprints for Notes. As soon as you buy something from her, it's automatically added to your inventory—no need to cart it over to Mumbo. At first, Humba doesn't have anything for sale, but after earning your first Jiggy, she gets her first shipment of components and blueprints in stock. As you pass specific Jiggy thresholds, Humba adds new items to her shop:

Components for Sale

Component	Cost	Jiggies Needed to Unlock
Medium Engine	40	1
Spoiler	10	1
Spike (X2)	5	1
Mirror (X2)	5	1
Medium Fuel	40	8
Large Tray	25	8
Air Cushion (X2)	15	8
Tag Plate	10	8
Medium Ammo	40	16
Grenade Egg Gun	50	16
Monster Wheel (X2)	35	16
Papery Pal	20	16
Strong Seat	35	24
Large Engine	80	24
Mumbo Bombo (X3)	35	24
Large Propeller	40	32
Armor	45	32
Robofix (X3)	50	32
Large Fuel	80	40
Large Ammo	80	40
Clockwork Kazooie (X3)	75	40
Grenade Egg Turret	80	48
Torpedile	150	48
Replenisher (X2)	90	48
Large Jet	150	56
Large Box	75	56
Energy Shield	200	56

Walkthrough: Showdown Town

Free Blueprints

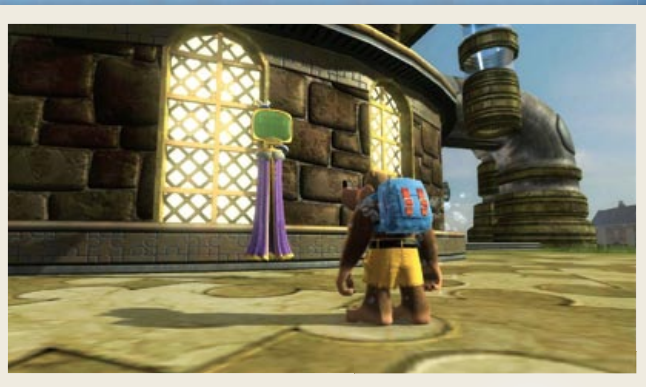
Blueprint	Jiggy Count
Humba Racer 1	1
Humba Taxi	1
Humba Truck	1
Humba Tank 1	5
Humba Chopper	5
Humba Light	10
Humba Heavy	10
Humba Flyer 1	15
Humba Boat 1	15
Humba Squirter	20



Blueprints For Sale

Blueprint	Cost	Jiggies Needed To Unlock
Humba Racer 2	10	1
Humba Cage	10	1
Humba Taxi 2	10	1
Humba Pusher	10	1
Humba Bike	10	1
Humba Boat 2	20	8
Humba Plane 2	20	8
Humba Chopper 2	20	8
Humba Spiky	20	8
Humba Wide	20	8
Humba Hover	20	8
Humba Tank 2	30	16
Humba Truck 2	30	16
Humba Cargo Boat	30	16
Humba Wedge	30	16
Humba Balloon	30	16
Humba Tall	30	16
Humba Racer 3	40	24
Humba Taxi 3	40	24
Humba Truck 3	40	24
Humba Big Boot	40	24
Humba Galleon	40	24
Humba Bouncer	40	24
Humba Boat 3	50	32
Humba Plane 3	50	32
Humba Tank 3	50	32
Humba Cargo Copter	50	32
Humba Slam Dunk	50	32
Humba Rammer	50	32
Humba Taxi 4	60	40
Humba Chopper 3	60	40
Humba Cargo Plane	60	40
Humba Folding Wings	60	40
Humba Trailer	60	40
Humba Monster Truck	60	40
Humba Racer 4	70	48
Humba Boat 4	70	48
Humba Tank 4	70	48
Humba UFO	70	48
Humba Big Loader	70	48
Humba Union Jack	70	48
Humba Plane 4	80	56
Humba Rocket	80	56
Humba Spy	80	56
Humba Go Anywhere	80	56
Humba Hover N' Fly	80	56
Humba Stunt Master	80	56

LOG



Looking over Showdown Town from his central perch, LOG controls the keys to his kingdoms. LOG distributes game globes when you pass specific Jiggy requirements. Once you have snagged the game globe from LOG's palace, drive it down to the corresponding plinth to open up at least the first act of that videogame world. There are five game globes on tap. Here are the Jiggy thresholds for earning the game globes and gaining entrance to a new game world:



Game Globes

Game Globe	Jiggies Needed
Nutty Acres	0
Logbox 720	2
Banjoland	6
Jiggosseum	14
Terrarium of Terror	46

NOTE

Be sure to check in with LOG from time to time and just chat him up. LOG is a droll chap with a collection of pithy remarks he dispenses for absolutely free.

After you collect 75 Jiggies, LOG opens up passage to Spiral Mountain. The door for the confrontation with Grunty is just behind LOG, on the first platform of his palace. (You need



the spring to reach the door.) There are more than 75 Jiggies in the game worlds to collect, so even if you do defeat Grunty and reclaim Spiral Mountain, you can still explore Showdown Town and the outlying worlds to keep collecting Jiggies.

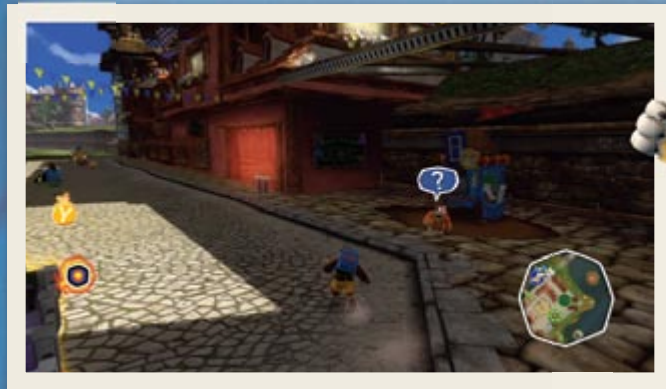
BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Showdown Town

Bottles



Bottles is back and he's acting as a tour guide in Showdown Town. Bottles is an excellent source of information. He has a variety of free tips, but Bottles also offers a few pieces of advice, for which he requires payment to share with you. Bottles shows you the location of a few Mumbo Crates at the docks for 2 Notes and the combination for the locked Mumbo Crate #19.

Thomas's Trophy Hut



Trophy Thomas and his blue 'do hang out at his hut near the water, just behind the main square of Showdown Town. You cannot visit Thomas until you have the high-grip wheels for

your trolley. Thomas is fiercely competitive and he keeps constant track of your progress in the game worlds. He's set records for each challenge and if you can best his scores, you win a Trophy. These trophies are for more than just a shelf, though.

For every four Trophies you win in the challenges, Trophy Thomas gives you a Jiggy. The Jiggies appear in the vending machine next to his house, just like the vending machines near the plinths for each videogame world. When you talk to Thomas, he shows you how many of the 24 possible Jiggies you have won and how many Trophies in total you have. Thomas also offers a direct link to any of the challenges you've already unlocked by opening game world acts. If you have already banked the Jiggy from a challenge but just didn't have the vehicle capable of beating Thomas's best scores or times, just come back here later and jump into the challenge with your new ride.



NOTE

Keep coming back to Thomas's hut and bank his Jiggies to open up additional game world acts faster than if you were just relying on Jiggies won in challenges.

Boggy's Gym

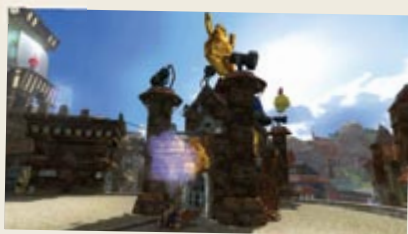


Boggy the polar bear has opened a gym in Showdown Town to keep himself occupied while he works things out with his family back home. Boggy offers a series of nine skill boosts at his gym that affect Banjo's speed, strength, and stamina. There are three possible upgrades for each skill, available for purchase in ascending order. Boggy's speed training increases Banjo's foot speed. Strength training increases Banjo's ability to lift large objects with the magic wrench. Strength training also increases the number of spins on your wrench attack, enabling you to jump farther. The stamina upgrades increase Banjo's overall health, making him more resilient against Gruntbot attacks and able to swim underwater for longer periods. Here's a price list for Boggy's Gym:

Walkthrough: Showdown Town

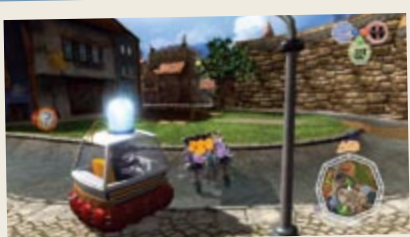
Upgrade	Cost
SPEED 1	40
SPEED 2	80
SPEED 3	160
STRENGTH 1	30
STRENGTH 2	60
STRENGTH 3	120
STAMINA 1	20
STAMINA 2	40
STAMINA 3	80

Pikelet



Pikelet is the chief law enforcement officer in Showdown Town. The slovenly top cop hangs out in front of his jail all day, just barking orders at his patrols. He has them under orders to plow into anybody seen transporting Jiggies around town. Pikelet releases his first police patrols into Showdown Town after you have banked 13 Jiggies. When you bank 26 Jiggies, he sends out an additional squad to cruise the streets for any sign of Jiggy smuggling.

If the police are bothering you too much, you can actually bribe Pikelet to make the patrols back off temporarily. There are three levels of bribes you can offer Pikelet. The more you spend, the longer the police leave you alone. For 1 Note, you buy a little bit of time—enough to cart a Jiggy from a vending machine to the Jiggy Bank. For 3 Notes, you get some peace of mind about making a couple of journeys between the vending machines and the Jiggy Bank. For 5 Notes, Pikelet calls off his troopers, no matter how aggressive they are behaving, and gives you clearance to finish transporting your Jiggies to the central bank.



CAUTION

If you bribe Pikelet too many times, you won't have enough Notes to purchase all the items in the shop, so use bribes sparingly.

NOTE

If the police bounce you around long enough, any Jiggies you've collected from a vending machine disappear and return to the vend. Any Jiggy inside the Jiggy Bank is always safe, though.

TIP

As soon as you earn the laser upgrade for your trolley, you can blast the police patrols right out of Showdown Town with zero trouble.

Warps



There are several warp pads around Showdown Town. The first time you roll over a warp, it goes active. You can now park your trolley on the warp and instantly zip over to any other active warp. You can even transport Jiggies and crates via the warp system, giving you a quick route from a vending machine to the Jiggy Bank when the heat is really too much. However, you can only use the warps in the trolley. You cannot warp on foot.

Games

There's more than just shopping, Note-hunting, and Jiggy-jostling to do in Showdown Town. Both Klungo and King Jingaling, leader of the Jinjos, have set up parlors in the metro area for your amusement. At both of these fine establishments, you can jockey for prizes, such as extra Notes and vehicle components.

Klungo's Arcade



Klungo left the employ of Grunty to become a videogame designer and in the world of Showdown Town, the reformed henchman is living the dream. On a large pier over the waters outside downtown, Klungo has set up his very own arcade. The only game inside is a cabinet created by Klungo himself: *Hero Klungo Sssavesss Teh World*. Klungo has recreated a classic 8-bit platforming game, flanking the screen with the kind of '80s rock album artwork that used to appear on arcade machines. It's a simple jumping game—you don't even have to worry about moving: Klungo takes care of that for you.

BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Showdown Town

BANJO-KAZOOIE NUTS & BOLTS

The game is split into five different stages. When you first get word from Klungo that his arcade is open, you can only play the first level. However, as you explore the videogame worlds, Klungo radios in to let you know when he's perfected a new level for you to come test. There is no cost to play *Hero Klungo Sssavesss Teh World*. But there is a reward for beating each stage the first time: Notes.

CAUTION

The Notes won in Klungo's Arcade do not go to the 900 Notes found around Showdown Town.

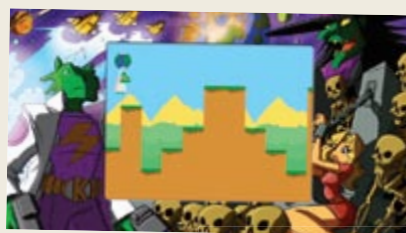
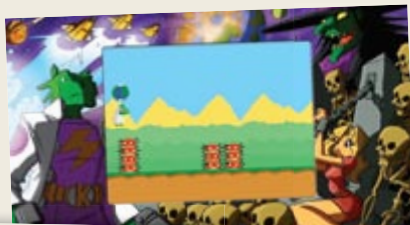
Klungo's Arcade

Stage	Notes Won
1	12
2	56
3	34
4	197
5	1



Stage 1: Klungo must jump over the holes in the ground to reach the goal flag at the end of the level.

Stage 2: Help Klungo jump over stacks of monsters en route to the goal flag.



Stage 3: Time your jumps to leap over uneven ground in this tough platforming level.

Stage 4: Holes, steps, and monsters come together for a lengthy 8-bit run through Grunty's kingdom.



Stage 5: Klungo must use lightning reflexes to jump over Grunty's fireball. You only have one jump, so make it count!

NOTE

There are no penalties for losing Klungo's games. Just restart and go for the goal flag!

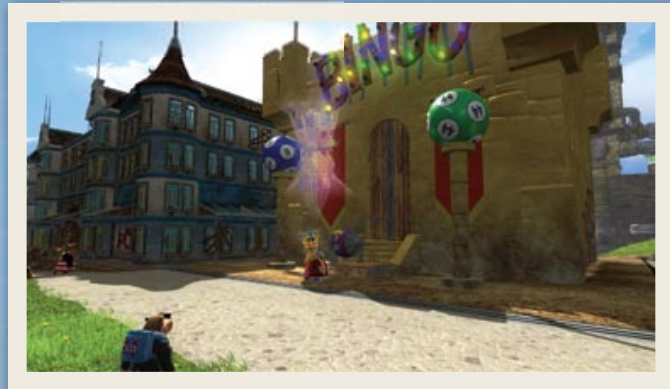


Oh no! Your game crashed! (Actually, your Xbox 360 is fine. Klungo is still working on the bugs in his game.)



Walkthrough: Showdown Town

King Jingaling's Bingo Palace



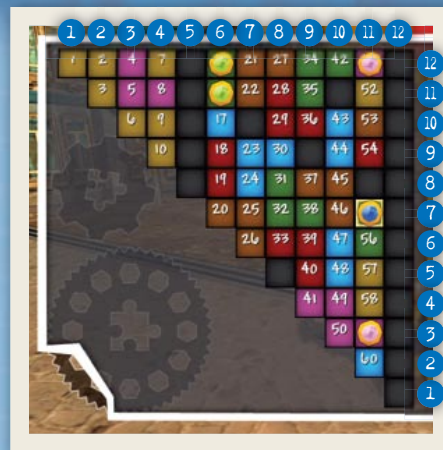
The king of the Jinjos, Jingaling, has set up a lakeside bingo hall behind downtown Showdown Town. This is where to spend those Jinjo Tokens earned by running errands and completing challenges for the colorful little Jinjos in the videogame worlds. Jingaling has a board of colored squares set up in his bingo hall. Each row and column on his game board is worth a specific prize, either notes or vehicle components. You place the Jinjo Tokens you've won on the board to fill in a particular row or column by selecting it from your pile with **A** and then moving it over to the game board. To drop the token in a square that matches the color of the token, press **A** again. You can return the token to your stockpile by pressing **B**. You can move tokens as many times as you like on the board, but as soon as you fill in either a row or column and win a reward, the token is frozen in place and cannot be re-used.



The bingo game board. Your supply of Jinjo Tokens is on the right.

NOTE Some of the component prizes are blacked out on the board, but we take the mystery out of the bingo game with a list of all of the prizes.

Here are all of the prizes you can win in the bingo hall by row and then by column. For the row table, the top row is counted as Row 12. The next one down is Row 11, and so on. The column table starts with the left-most column as Column 1 and works rightward in ascending order. The rows and columns with just one or two squares have no prizes since they are so small.



King Jingaling's Bingo Palace Rewards

Row	Tokens Needed	Reward (Notes)
Row 5	4	50
Row 6	6	75
Row 7	7	100
Row 8	6	125
Row 9	8	150
Row 10	9	200
Row 11	10	250
Row 12	12	300

King Jingaling's Bingo Palace Rewards

Column	Tokens Needed	Reward
Column 5	4	Citrus Slick
Column 6	6	Smoke Sphere
Column 7	6	Stereo
Column 8	7	Boot-in-a-Box
Column 9	8	Folding Wings
Column 10	9	Rust Bin
Column 11	10	EMP
Column 12	12	Chameleon

NOTE If you complete every Jinjo task in the game worlds, you will have enough Jinjo Tokens to complete every square on the game board.

BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Showdown Town

Showdown Town Pick-Ups

In addition to Notes, there are several objects to collect and tasks to complete inside Showdown Town, such as locating all of the Mumbo Crates that give you free vehicle parts. Not every one of these challenges is available at first, since you begin your quest shut out of the majority of Showdown Town. As you upgrade your trolley, though, you can start working on these lists of things to find and collect.

Jinjos and Minjos

The majority of the Showdown Town citizenry are penguins, rhinos, and other animal kingdom escapees, but there are also 12 Jinjos in town that must be attended to. Half of those Jinjos are the bad breed, the Minjos, but due to the near-comic injustice of Pikelet's selective law enforcement, the good Jinjos are the ones in jail. You must break out the good Jinjos and take them to their homes while throwing the bad Minjos in the now-empty jail cells. You are awarded Notes for each task.

Jinjo Rescue

Jinjo	Reward
Blue	20
Green	35
Orange	50
Pink	75
Red	100
Yellow	125

Minjo Capture

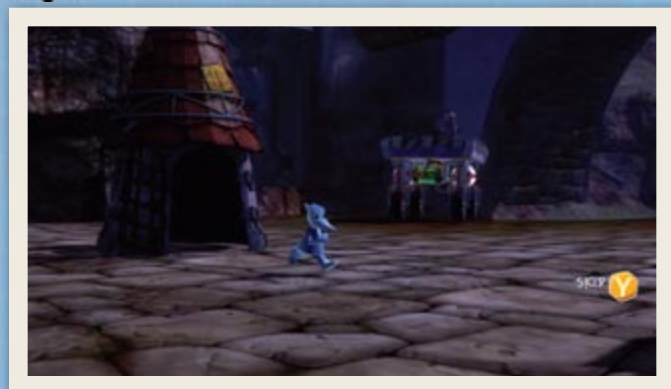
Minjos Captured	Reward
1	20
2	35
3	50
4	75
5	100
6	125

NOTE

It does not matter in which order you help the Jinjos or jail the Minjos—although there are some of each that cannot be handled until well into your adventure and have the spring upgrade.



Jinjos



Pikelet's henchmen have thrown six Jinjos in jail cells around the city. When you approach one of the cells, the poor Jinjo inside tells you about his unfortunate, unjust fate. The Jinjo asks you to take it home. Each Jinjo has a specific home, designated by the color of the Jinjo. The yellow Jinjo, for example, must be returned to the yellow house to collect the reward. Now, once you rescue a Jinjo and take it home, Pikelet charges you with having to fill the cell or face his wrath.

Walkthrough: Showdown Town

Blue Jinjo

This is the first Jinjo you can rescue. It's right inside the central square of Showdown Town, to the left of Mumbo's Motors.

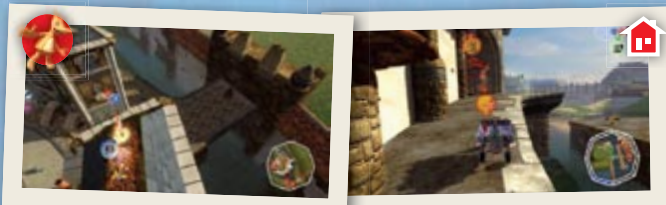


Blue Jinjo cell

Blue Jinjo house

Red Jinjo

You cannot rescue this Jinjo until you have access to Uptown, the area where you enter the Terrarium of Terror acts. The switch is on top of the house, accessible only by shimmying up a drain pipe and then crossing tightropes. The red house is next to the shipyards. You must jump over the debris on the access road to reach the house on the overlook.

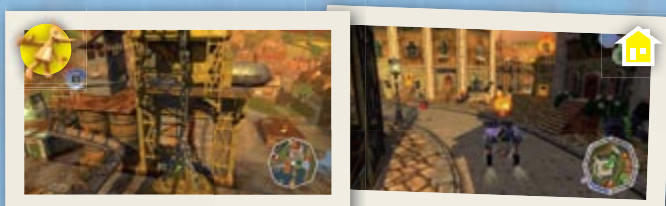


Red Jinjo cell

Red Jinjo house

Yellow Jinjo

You cannot rescue this Jinjo until you have the spring upgrade for your trolley. The cell release switch is on the rooftops in the docks area, near the door to Jiggosseum Act 6. The yellow Jinjo's house is inside the gated-off Uptown area near the Terrarium of Terror game world doors. Use the warp as a shortcut to Uptown.



Yellow Jinjo cell

Yellow Jinjo house

Purple Jinjo

You cannot rescue this Jinjo until you have high-grip tires. Floaters make it easier, too. The Jinjo is in a cage above the boathouse. Rotate the switch (it's on a platform in the small hut north of the boathouse) to free the purple Jinjo and then cart it to its corresponding house on a small island in the lake.

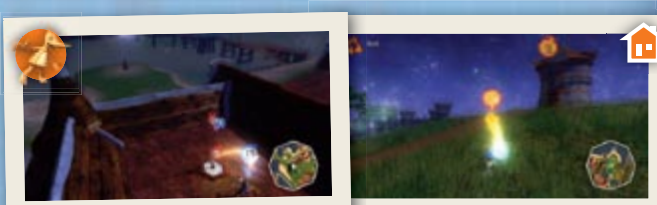


Purple Jinjo cell

Purple Jinjo house

Orange Jinjo

You cannot rescue this Jinjo until you have high-grip tires. The switch to spring the orange Jinjo is on top of the row of buildings with King Jingaling's Bingo Palace. Drive up the hill behind the row of buildings to access the roof. The Jinjo's house is overlooking the lake on a bluff.

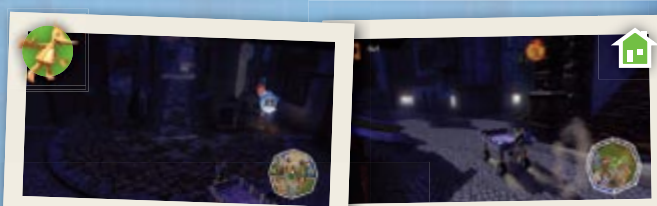


Orange Jinjo cell

Orange Jinjo house

Green Jinjo

The green Jinjo is tucked in a cell in the theater district, where you enter the Logbox 720 game worlds. His house is south of the cell. You can rescue this Jinjo right away.



Green Jinjo cell

Green Jinjo house

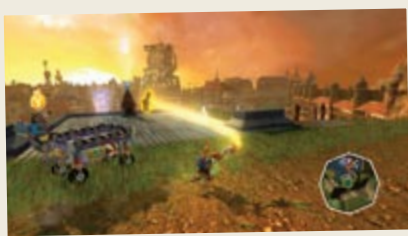


BANJO-KAZOOIE NUTS & BOLTS

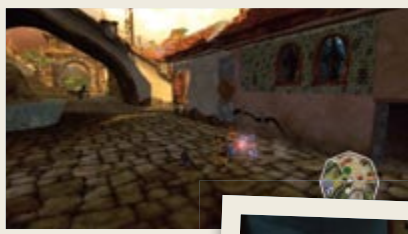
Minjos



The Minjos are nasty little criminals that must be tossed into the jail cell that is emptied when you free one of the poor nice Jinjos. The Minjos are pretty tiny, and sometimes tough to see as they scurry around tall grass. The Minjos are always found right around the empty cages, so you don't have to transport them very far. Locate them by listening for their mischievous laughter.



Just thwack the Minjo with your wrench and then lasso it like you would carry a ball or crate. Transport the Minjo to the cage and it's automatically tossed in.



Blue-area Minjo

Green-area Minjo



Orange-area Minjo

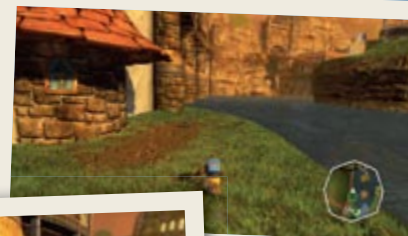


Yellow-area Minjo

TIP

The Minjo on the docks is hidden under a crate. Lift the crates with Kazooie's wrench to locate the little scallywag.

Purple-area Minjo



Red-area Minjo



Extra Jiggies

There are 131 Jiggies to collect in LOG videogame adventures, but even banking every Jiggy won from challenges and the additional Jiggies earned by amassing Thomas's Trophies still won't pull you across the finish line. There are 10 extra Jiggies in Showdown Town. Five of those Jiggies are for sale from Jolly Dodger, who typically hangs out down by the waters near Klungo's Arcade. The other five are locked inside Jiggy Tamper, which are hidden around Showdown Town. Gather up these extra Jiggies to get closer to your overall goal or force open some doors earlier than they would naturally open by just collecting Jiggies in the challenges.

Jolly Dodger



Jolly Dodger moves around the waterfront. Sometimes he's standing out on the docks. On other visits, you may find him beneath the pier or standing on the bluff overlooking the water. Jolly Dodger has

5 imported Jiggies for sale, all stashed away in his little briefcase. He's charging reasonable prices on these Jiggies, too, so buy them up as soon as possible. The most expensive Jiggy is just 125 Notes!

Walkthrough: Showdown Town



Jolly Jiggies

Jiggy	Cost
1	25
2	50
3	75
4	100
5	125



Once you buy a Jiggy from Jolly, it appears in a vending machine near the beach (behind the blue L-shaped building and the castle). The vendor is stationed amongst the nearby buildings. Just twist the switch like you would any of the other vending machines and cart those Jiggies to the Jiggy Bank to boost your total.

TIP

Use the warp to avoid the cops and pop out right in front of the Jiggy Bank in downtown Showdown Town.

Jiggy Tamperers

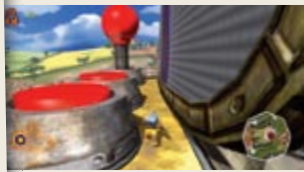
There are five vending machines not associated with any of the game worlds hidden around Showdown Town. Inside each of these special machines, called Jiggy Tamperers, is a freebie Jiggy that is automatically deposited into the Jiggy Bank to add to your score. There is no cost in nabbing these Jiggies—you just have to be able to find them. They are hidden pretty well—but that's what we're here for. Here are the locations of all five mysterious Jiggy Tamperers:

Under LOG's Game Factory



After getting the Scuba Seat, drive into the underwater tunnel beneath LOG's perch. At the fork in the tunnel, head to the right. There is a switch in the first chamber next to a green egg on the floor. Twist that switch to raise the nearby bars and open a shortcut. (As for that egg—we'll get to that soon.) Run through the narrow tunnel near the switch to discover the Jiggy Tamper.

Over LOG's Game Factory



Climb up the back of LOG's tower by parking your trolley underneath the hanging wire. Climb up the wire until it breaks and then scramble up the pipes that circle the tower. Climb up the next wire and then use the two tightropes to reach the roof of LOG's palace.



The Jiggy Tamper is at the very top of LOG's towering palace. Scramble all the way to the top of the pole to earn an Achievement!

Under the Lighthouse



This Jiggy Tamper is especially difficult to spot. Drive into the dry cove beneath the lighthouse and jump out of your trolley. Now, look to the right. Thanks to a clever paint job, the tunnel entrance blends in with the walls of the cove. Run down the tunnel to discover the Jiggy Tamper in a small, dome-shaped room under the lighthouse.

BANTO'S BACK

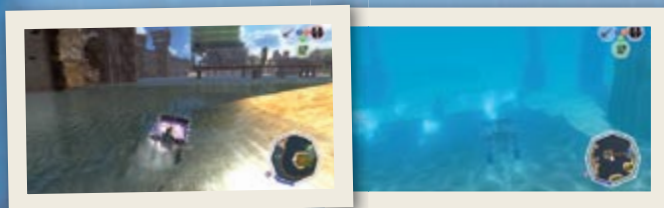
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Showdown Town

BANJO-KAZOOIE NUTS & BOLTS

Under Klungo's Arcade



The next Jiggy Tamper is beneath Klungo's Arcade. Pilot your trolley out to the arcade (or just swim) and then dive into the water. The Jiggy Tamper is amongst the timbers holding up the arcade—and there are some hidden Notes down here, too!

Uptown



Return to the rooftops of the Uptown buildings, where you found the switch to free the red Jinjo. Cross the tightrope over the yellow Jinjo house and then step out to the outer edge of the roof. About halfway down the gutter is a drain pipe. Shimmy down the pipe to a balcony with the Jiggy Tamper.

Mumbo Crates

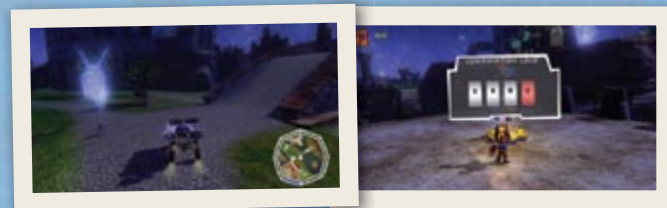


Mumbo gifts you with vehicle parts as you collect Jiggies and you can buy both components and blueprints from Humba Wumba. However, just gathering pieces from these two sources is not enough if you want to create some awesome vehicles that leave Thomas in the dust and Grunty quaking in her boots. There are 51 Mumbo Crates located around Showdown Town that are filled with vehicle parts and pieces. Gathering these crates is free—your only investment is time. Once you grab one of these crates, place it in your trolley and take it back to Mumbo's Motors. Place the crate on the pink pad in front of the garage and then talk to Mumbo. The shaman cracks open the crate, tells you what goodies are inside, and then deposits the new pieces right into your workshop inventory.

Now, some of these crates are pretty valuable, so they are not just sitting out in the open. Some crates are cleverly hidden away. Other crates are only available after you obtain certain upgrades for your trolley, such as the spring or laser. You must look on top of buildings, under bridges, and inside all nooks and crannies to flush out the 51 crates and pocket the free vehicle parts.



Mumbo Crates are visible from a distance, thanks to the giant holograms that appear over them. Each hologram is numbered, too, making it easy to keep track of which crates you have collected.



Three of the crates are locked inside towers accessible only after you buy the secret combination from one of three friends wandering around Showdown Town. The first combo can be bought from Bottles for just 10 Notes. After you get the high-grip tires, you can buy the second combo from Mr. Fit for 10 Notes (catch him while he's taking a break from his jog). The third combo is held by Blubber, who is on the high ledge next to Uptown. You need the spring upgrade to reach Blubber and fork over your 10 Notes in exchange for the combo. You cannot bypass buying the combos. You must purchase the combo or else you cannot actually operate the switch that unlocks the Mumbo Crate.

MR. FIT

Actually, we may have fubbed a little about the 51 crates thing. There are actually 58 Mumbo Crates in Showdown Town, but 7 of them are super-special secrets. If you want to spoil the surprise on how to get them—and it is an awesome surprise for any hardcore Banjo fan that followed every little piece of news about the original Nintendo 64 game obsessively—just check the end of this section. We'll tell you how to find those last 7 crates.

Walkthrough: Showdown Town











To collect all of the Mumbo Crates, use this map and checklist combo. Each entry in the checklist includes the number of the crate, the location, and the contents. The list is divided by the trolley upgrades necessary to reach the box. For example, you need the Scuba Seat to reach crates 39-43 and the Horn to blast away the ghosts protecting crates 48-51.



Those crates you see protected by glowing barriers? The Laser makes short work of them. Just one blast permanently destroys the barrier.



All-Access Mumbo Crates

	Crate #	Location	Contents
	1	Gift at the beginning of the game from LOG	Light Body Kit, Standard Seat, Standard Wheel x4, Small Engine, Small Fuel, Small Ammo, Tray
	2	Right behind Mumbo's Motors	Light Body Kit
	3	Under the glass awning to the left of Nutty Acres Act 1 door	Egg Gun
	4	Under the glass awning to the right of Nutty Acres Act 1 door	Fulgore's Fist
	5	Directly left of Humba Wumba	Small Fuel, Standard Wheel x4
	6	On the roof of Mumbo's Motors. Access by climbing awning	Aerial
	7	On top of the statue in front of the Logbox 720 plinth	Bumper x4
	8	On wooden bridge north of Logbox 720 plinth	Small Ammo, Small Engine
	9	On top of LOG's Video Game Factory. Climb the building via the wire	Cruisin' Light x2, Windscreen x2, Plant Pot, Spirit of Pants












BANDITO'S BACK

HOW TO PLAY

MUMBO'S GARAGE











WALKTHROUGH:
Showdown Town

High-Grip Wheels

	Crate #	Location	Contents
	10	On top of a broken wall near the northern safehouse tower	Large Passenger Seat x2
	11	By the main gate on the east side of Showdown Town	High-Grip Wheels x4, Tray
	12	Across the broken bridge above the Logbox 720 doors	Wing x2
	13	Hidden between rooftops in the canal zone above the theater section of town	Sinker x2, Fulgore's Fist
	14	Roof of Pikelet's police station. Use the stairs	Spotlight x2
	15	Empty the containers on the docks with the crane mechanisms	Spec-o-Spy
	16	Empty the containers on the docks with the crane mechanisms	Towbar x4
	17	Behind Klungo's Arcade	Balloon x6
	18	Rooftop of King Jingaling's Bingo palace. Access via the tightrope to the east	Freezeezy
	19	Open safehouse tower west of LOG's tower with Bottles' combo	Gyroscope














Floater







	Crate #	Location	Contents
	20	Inside the cave under the Lighthouse	Egg Turret, Balloon x6
	21	On a sandbar against the northern wall surrounding the city	Sail x2, Floater x4
	22	On the slope to the right of the Banjoland Jiggy vending machine	Heavy Body Kit, Medium Fuel
	23	On top of pavilion, accessible via the tightrope next to crate 22	Small Propeller x2, Medium Engine, Large Tray
	24	On the island to the right of the boathouse, next to Banjoland doors	Detacher x2, Small Passenger Seat x2
	25	At the base of the giant crane that activates the Jiggosseum plinth	Armor x16, Small Engine
	26	At top of the giant cranes that activates the Jiggosseum plinth	Ejector Seat, Boot-in-a-Box
	27	Top of slippery slope next to the canal	Liquid Squirter, Spoiler x2
	28	Top of Jiggy Bank. Access via tightropes from crate 22	Self-Destruct

Walkthrough: Showdown Town






Spring

	Crate #	Location	Contents
	29	On a high rooftop directly south of the police station; drive up the high-grip ramp off the canal and climb the drain pipe	Egg Turret, Light Body Kit
	30	Northern end of the roof above Humba Wumba's store	Heavy Body Kit, Medium Engine, Medium Ammo
	31	Safehouse tower closest to the lake. Use Mr. Fit's combo	Suck 'n' Blow, Small Fuel
	32	Safehouse tower below LOG's tower. Jump to it with spring and use Blubber's combo	Standard Wheels x4, Bumpers x4, Weldar's Breath
	33	Spring up to wooden platform to right of Logbox 720 plinth	Sticky Ball, Small Ammo
	34	On top of the lighthouse overlooking water	Small Propeller x2, Sails x2, Floaters x4
	35	Lowest rooftop of the Jiggosseum building	Grenade Gun x2
	36	Middle rooftop of the Jiggosseum building	Folding Wings x2
	37	Next to red Jinjo house overlooking the docks. Spring over debris in road along outer wall	Box, Egg Gun x3
	38	Inside the laser gate that blocks main road leading to Uptown	Vacuum, Spring x3

Scuba Seat

	Crate #	Location	Contents
	39	Left of Bottles, behind the grille. Use the water-filled tunnel under LOG tower to reach it (or blast with laser)	Grenade Gun x3, Spoiler x4, Spotlight x3, Rustbin
	40	Inside alcove on outer wall. Use tunnel underwater to reach alcove, or wait until you have laser to blast gate	Large Engine, Large Fuel, Large Propeller x2, Wing x2
	41	Drive through water to come up inside castle	Freezezy, Medium Fuel, Folding Propellers x2
	42	On top of castle turret	Grenade Turret, High-Grip Wheels x4, Armor x16, Large Ammo
	43	Drive through tunnel to west of Uptown. Crate is next to Terrarium of Terror plinth	Small Jet, Medium Ammo, Sinker x2

Laser

	Crate #	Location	Contents
	44	Blast gate behind Mumbo's Motors with laser	Small Jet x2, Grenade Turret, Folding Propeller x2
	45	Blast gate protecting crate above the Banjoland boathouse	Large Jet, Torpedile, Spring x4
	46	Blast gate inside the castle to reveal the crate	Large Engine, Large Box, Large Propeller x2
	47	Blast gate in the water below the Terrarium of Terror plinth	Laser, Large Jet x2, Large Fuel, Large Ammo






BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Showdown Town

Horn

	Crate #	Location	Contents
	48	On top of building to the north of Mumbo's Motors	Super Body kit
	49	Spring up to crate to left of Logbox 720 plinth	Super Wheels x8
	50	Spring up to lower roof of house overlooking water	Super Seat, Super Fuel x2
	51	Crate is right next to Terrarium of Terror plinth inside Uptown	Super Engine, Super Ammo x2

Stop 'N' Swop

When the original *Banjo-Kazooie* debuted in 1998, fans noticed two colored eggs in the game's conclusion. These eggs were intended to be a special feature that would link the game to the 2000 sequel, *Banjo-Tooie*. After performing certain challenges in *Banjo-Tooie*, players could go back to the first game and unlock special content by actually pulling the cartridges out of the Nintendo 64 and swapping them. The content was hidden inside a total of six colored eggs and was linked to an ice key. However, due to some hardware issues, Rare was unable to fully implement the feature, which was called Stop 'N' Swop. Instead, Rare included more conventional ways to find the eggs and key in *Banjo-Tooie*.

But you know how videogame fans are. They never give up.








Rare was asked about the Stop 'N' Swop feature over the years, and the developer included some hints and jibes about it in later games, such as *Grabbed by the Ghoulies* for the Xbox and *Banjo-Pilot* for the Game Boy Advance. But thanks to *Banjo-Kazooie: Nuts & Bolts*, those fans will finally have closure.



While playing the game, you may have noted the appearance of six colored eggs painted on walls and floors. There's even the outline of a key on the snow-capped roof of Boggy's Gym. That's right, the mysteries of Stop 'N' Swop are about to be solved. And here's how it's done:

First, you must have *Banjo-Kazooie* on your Xbox 360, downloaded from Xbox Live Arcade. If *Banjo-Kazooie: Nuts & Bolts* spies a *Banjo-Kazooie* save file, and all six eggs were collected, seven secret Mumbo crates appear at those special locations. Those crates are

full of loot, such as accessories for your vehicles that cannot be found in any of the regular Mumbo Crates or purchased at Humba Wumba's shop. Some of the crates require upgrades to your trolley, too. So, here are the locations of the seven Stop 'N' Swop crates and their contents.

Stop 'N' Swop Crates			
	Crate #	Contents	Location
	1	Flag	On top of Boggy's Gym.
	2	Mole on a Pole	On the rooftop to the south of the Jiggy Bank, overlooking the town square. Access it via the drain pipe near the canal.
	3	Fluffy Dice	In the boathouse below the Banjoland doors.
	4	Goldfish	On the castle turret that overlooks the docks.
	5	Beacon	In the secret cave under LOG's videogame factory, near the Jiggy Tamper.
	6	Disco Ball	Beneath the Terrarium of Terror doors. Walk down the tunnel next to the Wrench-It switch.
	7	Googly Eyes	On the beach below the lighthouse. You must use the horn to dispel the ghost protecting this crate.



Dig those googly eyes.

Walkthrough: Nutty Acres

World 1: Nutty Acres

Soon after arriving in Showdown Town, LOG summons you to the top of his mountain. Drive around to the back of the spire (since you can't drive up the steep green colored ramp just yet) and up the winding path to his Video Game Factory. The media monarch will bequeath a Game Globe to you, just off to the right of where he stands. Grab that globe, drop it into your trolley's tray, and then skid down the green ramp to end up right next to the first plinth. Use your magical wrench to place the Game Globe, and the door to Nutty Acres opens! Drive on in for your first Jiggy challenges.

Welcome to Nutty Acres, a sprawling coconut ranch surrounded by glistening seas. Overseen by farmer Mumbo, decked out in hayseed overalls and hanging out at his farm in the center of the ranch, Nutty Acres grows more than just a lovely bunch of coconuts—there are plenty of Notes and Jiggies to harvest here, too. However, gathering up all these goodies is hardly as easy as scooping up coconuts under a palm tree after a brisk wind. Banjo and Kazooie must get cozy with many of Nutty Acres' natives, such as a handful of Jinjos in need of assistance and the comely Humba Wumba. Plus, this is Banjo's first encounter with the cocky Trophy Thomas.

Wait—a volcano?

You did see the "Nutty" part of Nutty Acres, right? This ranchland features a number of things you usually don't find at a farm, such as a swamp and an airstrip run by a nearsighted little mole. Banjo must jump from act to act, scouring the world for all the bear, er—*bare* necessities to open up more real estate in LOG's videogame lands. And while there, the bird-bear duo better keep all four eyes peeled from Grunty. That witch is liable to show up any time to cast a shadow over the sunny farm with her ugly visage and even uglier poetry.

Nutty Acres Collectibles

Total Jiggies	20
Total Jinjos	13
Total Notes	200 (85 bronze, 7 silver, 8 gold)

Nutty Acres Doors

Act	Required Jiggies
Act 1	0
Act 2	1
Act 3	3
Act 4	8
Act 5	31
Act 6	47

NOTE

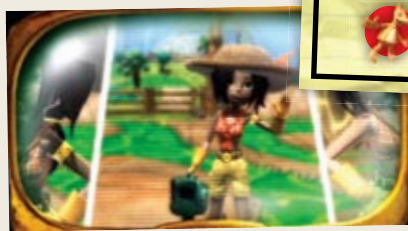
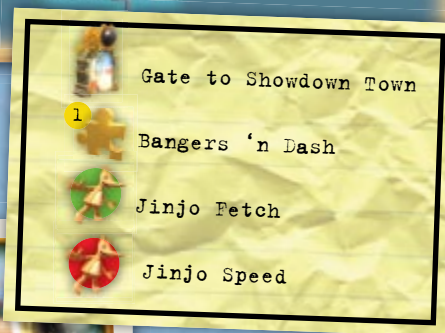
Younger gamers might not get the reference, but the introductory movie to Nutty Acres is a riff on the sweeping opening credit to the classic TV show "Dallas," right down to Humba Wumba as Sue Ellen Ewing.

TIP

There are 200 Notes to collect in Nutty Acres. Once you have an airship, it's easy to spot all of the Notes and drop down to collect them. Pick up the obvious ones as you walk the ranch to pick up the Jiggy challenges, but come back with a chopper and swoop low to spot the glittery outline of Notes in the wild.

Act 1

Banjo's first stop in Nutty Acres is a quick one. There is just one Jiggy challenge and only two Jinjo Tokens to recover. Banjo needs that first Jiggy to unlock the next Nutty Acres act, so after making a run to collect any nearby Notes, talk to the holder of the Jiggy, Klungo. After collecting all three goodies in Act 1, slip back through the World Gate to return to Showdown Town and open Act 2.



BANJO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

Jiggy Challenges

1. Bangers 'n' Dash

Vehicle Choice: LOG

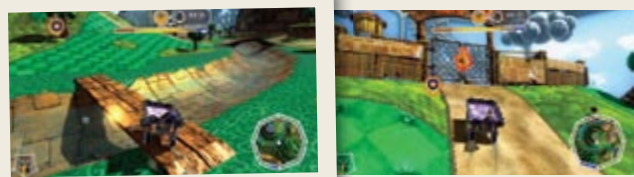
Trophy Time: 0:30

Jiggy Time: 3:00

Notes Requirement: Successfully complete the challenge!

After rolling into Nutty Acres via the World Gate, the first sight is old nemesis Klungo in some down-home farm duds. The scaly fellow has changed his ways, tired of hitching his wagon to nasty types like Grunt. Kazooie, the more skeptical of the team, isn't quite sure what to make of Klungo's newfound goodness. But that Jiggy over Klungo's head is enough reason for the bird to give him a chance.

Klungo agrees to hand the Jiggy over to Banjo if the pair can put out a fire that threatens the coconut supply at the central farm. (Helpfully, Klungo jabs one of his green sausage-like fingers at the farm so you know where to go.) Get to the farm, put out the fire to save the nut stockpile, and Klungo will give Banjo the first Jiggy.



After accepting the mission from Klungo and verifying LOG's vehicle choice—the Trolley—roar to the northwest. Drive over the small hills and then zip over the bridge that spans the brook surrounding the goal. The farm is located on top of a hill. It's surrounded by a rickety fence made of discarded plywood and old planks. There's a gate on the west side of the farm. Just push the gates open with the Trolley.



There's no out-of-control fire in here, it's just Mumbo--roasting his nuts.

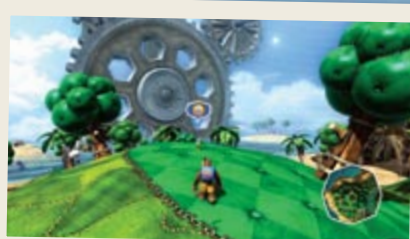
NOTE

Surely you saw the two Notes right next to Klungo. Before heading back to Showdown Town, tour the Nutty Acres and pick up as many other Notes as possible (some are out-of-reach until you get different vehicles).

Jinjo Challenges

Green Jinjo Fetch

The green Jinjo next to Klungo has lost a prized heirloom: A banjo. If you bring the banjo back, the Jinjo awards you with a Jinjo Token. After accepting the mission, drive westward to Mumbo's field.



Hop the trolley over the dirt bank surrounding the field. The banjo is in the center of the field, but there is a roly-poly Gruntbot ready to cause trouble. Before it can rear up and

attack, smack it with Kazooie's wrench and then pick up the banjo. Place the banjo in the trolley tray and then drive back to the waiting Jinjo to claim the Jinjo Token.

TIP

Drive through the gate then exit the field. If you try to hop the dirt bank, you risk bucking the Banjo right out of your trolley.

Red Jinjo Speed



The red Jinjo near Klungo presents an easy mission—get going fast. You can choose your own vehicle for this mission, but the trolley will do just fine for now. Just race down the little hill from the Jinjo. Gravity and a lead foot do the trick. After hitting top speed, the Jinjo expresses its delight and awards you with a Jinjo Token to use in Showdown Town.

Walkthrough: Nutty Acres

TIP

Gravity is always your best friend in these Speed missions. If your vehicle feels underpowered and is unable to get up to the max speed and maintain it, find a steep slope and drive off it. The extra momentum is usually enough to push you into the red.

Act 2

Banjo and Kazooie pop out of the gate in the swamp. There are three Jiggy challenges in this act. Only one is a LOG's choice challenge. The other two allow you to choose your own vehicle. The Coconuts Circuit challenge against Trophy Thomas isn't a difficult race—if you're only gunning for the Jiggy. However, if you want the Trophy, too, you better scoop up some Mumbo Crates in town (such as crate 8 with the extra Small Engine) so you can build a vehicle faster than your default trolley.



	Gate to Showdown Town		Jinjo Taxi
	Great Balls of Fire		Jinjo Race
	Tick Tick Bang		Jinjo Combat
	Coconuts Circuit		

TIP

Collecting Notes to fuel your shopping sprees at Humba Wumba's? Just scour the island between challenges. Be sure to check those islands out in the seas for Notes.

Jiggy Challenges

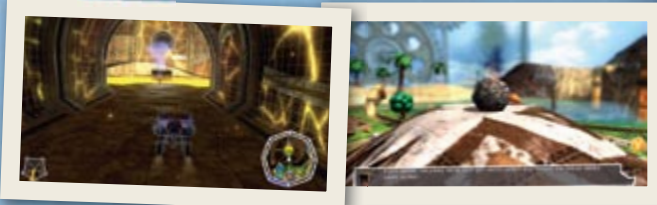
1. Great Balls of Fire

Vehicle Choice: Player

Trophy Time: 1:50

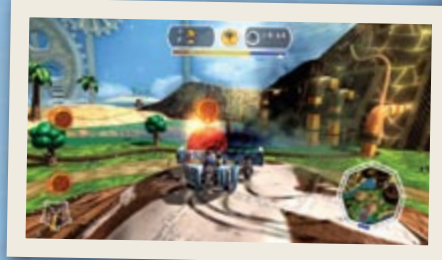
Jiggy Time: 3:40

Notes Time: 5:00

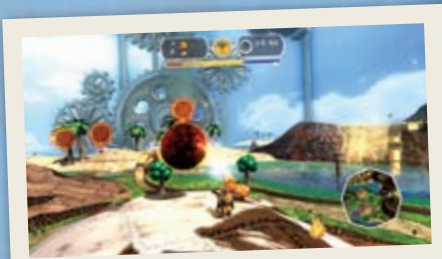


Report to Humba Wumba at the volcano to accept this challenge. The volcano has blasted three hot rocks across the farm and the gaseous emissions from the burning boulders threaten the coconut crop. She needs you to extinguish the three rocks by pushing them into the water. You only have 5 minutes to complete this challenge, but if you want to grab the Jiggy, you better put the pedal down. Fortunately, all three fireballs are on top of slopes, so you only need to give them a bit of a push. Inertia and momentum will take care of the rest. Just make sure the path to water is clear or else you'll burn precious time chasing the rock and redirecting it.

You can finish this challenge with just your regular trolley, but why not try experimenting at Mumbo's Motors? Put together a small bulldozer so you can slam the rocks with a wide scoop.



The rocks are small enough that you can lasso them with the magic wrench. Pick them up and then drop them on the slopes exactly where you want so the rock rolls into the water.



BANJO'S BACK

HOW TO PLAY

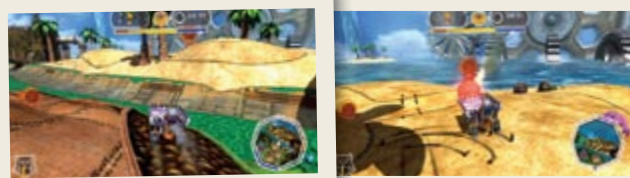
MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

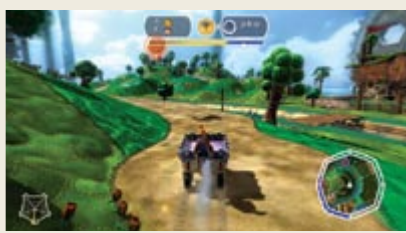
BANJO-KAZOOIE NUTS & BOLTS



The first rock is right outside the volcano. A pair of curious ants swarm the rock, though, and if you don't hurry directly to it, the ants might accidentally push it down the slope—away from the water. Zoom up the slope and bump the rock so it rolls into the lagoon below the runway. There are no obstructions at the bottom of the slope, but if you don't give the rock a real push, it can run out of steam and roll to a stop right at the edge of the lagoon. Then you'll waste time driving after it and bumping the rock again.



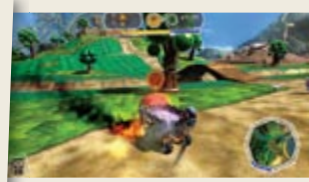
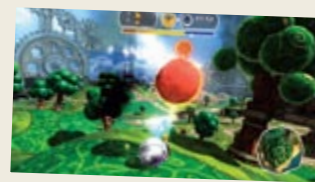
Next, cross the river to the west (driving up to the bridge takes time, so bust through the river at full-speed so you don't have time to sink). The second fireball is on the shore. There are crabs skittering around the beach and several rocks line the sands. All of these are potential obstructions. Slam into the rock as fast as you can, bumping it away from the crabs and rocks. If the rock slows down on the small incline closer to the water's edge, run after it and grab it with the wrench. Toss it down the backside of the incline.



The third rock is on the opposite side of the farm, near the high slopes where you encountered Klungo in act 1. Burn rubber across the farm,

this time using the bridge to cross the river so you don't lose any seconds.

CAUTION Watch out for Nudger Gruntbots rolling around the rock. You don't have time to engage them, so just move quickly so they cannot draw a bead on you and attack.



Barrel up toward the hot rock through the valleys between the slopes. Pull your vehicle off to the side so it does not block a route for the rock to roll into the river you crossed on the way here. Jump out of your ride and snag the rock with your wrench. Pick it up and then rush toward the start of the decline. Drop the rock so it hits the decline fairly high up, allowing it to build speed as it rolls down the hill. Keep an eye on your map as you return to your vehicle. If you see the rock's icon stop moving, chances are it hit a tree near the river's edge. Race down there and bump the rock into the river to finish the challenge. You can also knock the fireball into the sea for a quick victory!

Trophy Tip



Bumping all three of the fireballs into the drink within 1:50 minutes isn't easy with your entry-level vehicle. It's certainly doable, but it will take many, many tries to get those rolls just right. If you come back with a Medium Engine, though, you have enough speed to zip between the three hot rocks and bounce them into the water with time to spare.



Walkthrough: Nutty Acres

2. Tick Tick Bang

Vehicle Choice: LOG

Trophy Time: 0:50

Jiggy Time: 3:30

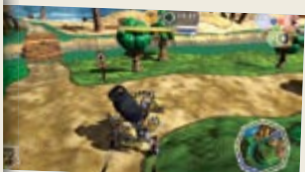
Notes Time: 5:00



Mumbo needs your help up at his farm in the center of the ranch. It seems a Gruntbot dropped a bomb on the farm, but it didn't go off when it landed. Thank goodness for small miracles—but ol' Mumbo Jumbo could not leave well enough alone. He tapped the bomb a couple times, which restarted the clock inside. The bomb is ticking and Mumbo needs it gone before it destroys the entire farm. According to Mumbo, Bottles will know what to do with the bomb. If you can take the bomb to the airstrip next to volcano in time, Bottles can diffuse the weapon before anybody gets hurt.

TIP

There is a Small Engine in the box next to the bomb. Attach it to the vehicle after the challenge starts to get a little extra power.



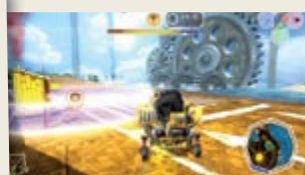
When the mission starts, place the bomb in the bed of LOG's vehicle with your wrench. The bomb should settle in nicely, but be mindful of bumps en route to the volcano. A good dip will jostle the bomb loose. You'll waste time hopping out of the vehicle to pick the bomb back up and place it in the vehicle again. So, as you pull out of the farm gates, stick to the roads. The grassy areas are just too uneven.



Drive the bomb down the winding road between the coconut piles. Aim for the opening in the base of the volcano.

CAUTION

Don't slow down! Gruntbots line the road and will slam into your vehicle if they can get a bead on your position. A direct hit from a Gruntbot could knock the bomb loose.



Drive through the opening at the base of the volcano. When you see Humba Wumba near the lava pool, make a sharp left and steer up the incline. The airstrip is just beyond the first tunnel on your left. Drive down the tunnel and as soon as you see blue, make a left. Bottles is waiting for you right there on the airstrip. As soon as you pull close to him, Bottles takes over. He takes the bomb out of your vehicle and defuses it.

This challenge isn't too tough, but if you want that Trophy, definitely take the extra three seconds at the beginning of the mission to attach the Small Engine to LOG's vehicle. The extra power is just enough to put a nice time cushion around the Trophy, guaranteeing you score the prize unless you manage to tip the vehicle and lose the bomb on the way to the volcano.

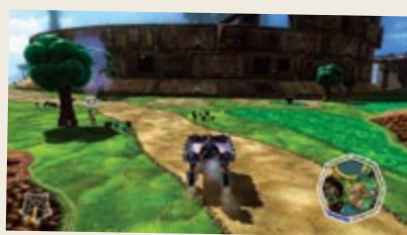
3. Coconut Circuit

Vehicle Choice: Player

Trophy Time: 1:55

Jiggy Time: 3:50

Notes Requirement: Win two out of three races!



Trophy Thomas waits for you in the shade of a tree northeast of the farm. (Use those holograms to spot your friends from a distance.) The competitive cat

challenges you to a series of short races around the farm. Best two out of three wins. You get to choose your own vehicle for this challenge, so dive into Mumbo's Motors and put together something sleeker than the regular trolley. Another suggestion: Humba's Bike. Now, you can beat Thomas with just your default trolley, but with a little extra power from another Small Engine or the maneuverability of a two-wheeled vehicle, you can breeze by the cat and finish him off by the end of the second race.

BANDIT'S BACK

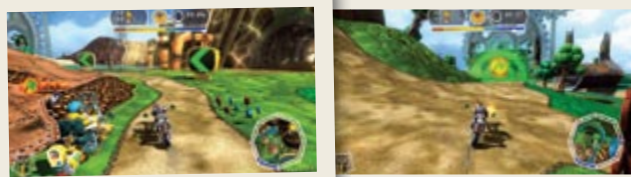
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

BANJO-KAZOOIE HITS & BOLTS

First Race



The first heat is a short jaunt from Thomas's starting line to the coconut field where you fetched the Jinjo Banjo in the previous act. As soon as the race starts, roar ahead and cut Thomas off by pulling in front of his bike. Now, follow the checkpoints as they wind around the coconut piles. Slide up on to the inclines to shave time off your race instead of just sticking to the flat ground. From the coconut piles, veer up on the road that circles the central farm.

The race leads to the east. The finish line is next to the giant stack of crates by the artificial atoll. Steer around the trees and watch out for the bull as you approach the finish line.



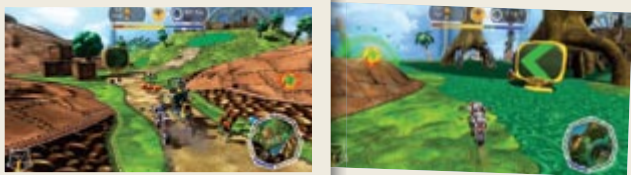
NOTE

If you lose to Thomas in the second race, you can still earn the Jiggy by beating him in the third race. However, if you want the Trophy for this challenge, you must best Thomas in the first two races. The timer clicks into the Jiggy prize during the third race and there is no way to rewind the clock.



The finish line is right in front of the coconut field. Watch out for the bull in front of the bridge as you zoom toward the finish.

Second & Third Race



Thomas is more aggressive out of the starting line in the second race, so you must keep on him and try to cut him off among the coconut piles. While he follows the flat ground route, definitely slip up on to the piles and try to inch ahead of Thomas. The first part of this course follows the same path as the previous race, but the track continues beyond the coconut field. As soon as you cross the bridge leading to the field, hang a hard right to zip through the next checkpoint.

Swoop between the hay bales inside the tunnel behind the coconut field. If you get caught up on one of the hay bales, Thomas will overtake you and it will be tough to catch back up.



The third race follows the exact same course as the second race, but Thomas drives even faster and cuts the corners closely in an attempt to nudge in front of you. If you

do not jump out of the starting line and get ahead of Thomas, you will have a tough time catching up to him in time to win the final race and at least bag the Jiggy. If it looks like you are going to lose the third race, just stop the challenge and restart the event. This starts the challenge over from the beginning, but maybe you can breeze past Thomas in the second race the next time.

TIP

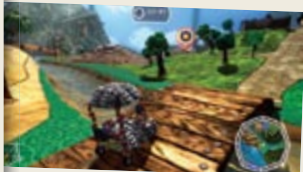
You can definitely beat out Thomas in the second race with the trolley, but it's easier with a motorcycle-esque vehicle. If you are still struggling, come back to this challenge after you have earned a second Small Engine. With 2 Small Engines on your vehicle, such as this modified Humba Bike, Thomas will be simply overpowered.



Walkthrough: Nutty Acres

Jinjo Challenges

Purple Jinjo Taxi



The purple Jinjo in the swamp needs a ride out of that stinkhole. It requires more suitable air, the kind found in the breezes that waft over the coconut piles to the east. To earn

the Jinjo's token, you must drive it to the destination within 60 seconds. You are assigned the Jinjo Taxi, which is LOG's choice. At the start of the job, let the Jinjo hop into the taxi. Once it's seated, drop the pedal and zoom out of the swamp. Cross the river via one of the bridges and then make a beeline for the coconut piles. The Jinjo's destination is marked with a glowing circle easily seen from a distance.

Green Jinjo Race

There is a little green Jinjo waiting in the hills to the west that's just jonesing for a good race. Pull up to the Jinjo and entertain its challenge. You must race the Jinjo through a series of checkpoints and cross the finish line first in order to win the Jinjo Token.



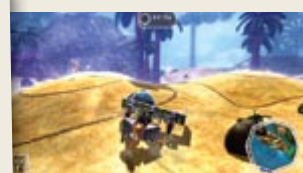
Immediately veer toward the Jinjo as it rolls toward the first checkpoint. You need to get in front of the Jinjo as soon as possible since it's much easier to maintain a lead than try to make up lost ground. Follow the course as it winds down the road that runs between the hills. Look out for buffalo lazily crossing the lane, though.



The finish line is on the bridge spanning the river leading out of the artificial atoll.

TIP The course leads you right through several Notes, adding to your overall collection.

Blue Jinjo Combat



The blue Jinjo on the beach wants to challenge Banjo to a shoving match. When you accept the challenge, the Jinjo bloats into a large blue ball. You get to choose your own vehicle to push the Jinjo out of the arena within 60 seconds. Since this is your first Jinjo combat challenge, the Jinjo doesn't push too hard. Your trolley is too narrow to effectively push the Jinjo out of the ring, so check into Mumbo's Motors and create something wide enough to snare the Jinjo. Add a second engine to the pusher (or, if you're coming back to this later, a Medium Engine will blast the Jinjo right out of the arena) for some extra power. As soon as the event begins, drive straight into the Jinjo and keep the gas down as you shove it over the sandy bumps and out of the ring.

TIP If you add spikes to the edges of your pushing vehicle, you can "capture" the Jinjo ball so it doesn't roll off to one side or the other of your vehicle.



BANJO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

Act 3

Night has settled over the ranch. Under the cover of darkness, Grunty is up to no good. Defeating Grunty's challenge is the only Jiggy event in this act, but there are two Jinjo Tokens you can also win. The gate pops you into the act right on the Nutty Acres farm, not too far from Grunty. Make sure you have a vehicle with more speed than the default trolley for this act because Grunty's vehicle is faster than a basic Small Engine-bearing ride.



Jiggy Challenges

1. Grunty's Loco Coco

Vehicle Choice: Player

Trophy Time: 0:30

Jiggy Time: 4:30

Notes Requirement: Knock the Loco Coco free!



Nasty old Grunty waits for you at the western shores of the ranch, near the swamp. The witch has her eyes on Mumbo's prized coconut, the Loco Coco. This giant coconut is incredibly

heavy. Grunty wants to use it to flatten Mumbo's farm, so you must somehow wrest the nuts away from Grunty before she can carry out her nefarious plan. Grunty has a tall vehicle in this challenge. The Loco Coco resides in a basket atop her vehicle. You must dislodge the Loco Coco in order to complete the challenge. Grunty plays keep-away from the entirety of the challenge, forcing you to keep and try to intercept her vehicle. The second you get the Loco Coco out of her basket, you win the challenge.

TIP

The key to this challenge is to get in front of Grunty and stop her cold, even if for just a few seconds. If you build a large vehicle with a bit of weight, you can t-bone her right at the start of the race. However, you need some power under the hood to offset the heaviness. If you're too slow, you'll never outmaneuver Grunty.

Your best chance to grab the Loco Coco is right at the start of the challenge. If you let Grunty pull too far away from the starting line, you'll spend the rest

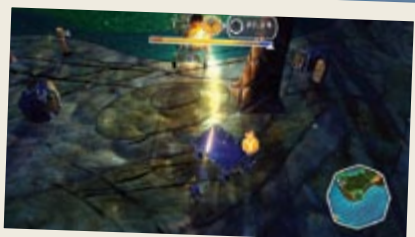
of the mission trying to play catch-up as she runs laps around the swamp, making sharp corners to throw you off as you give chase. So, make sure you at least have some extra power on your vehicle. Add any extra engines so you can lunge at her right at the start of the challenge.



Walkthrough: Nutty Acres

You must slow Grunty down so you can hop out of your vehicle and lasso the Loco Coco with the wrench before Grunty is able to pull away.

At the start of the challenge, ram Grunty's vehicle. If you deliver just a glancing blow, she'll quickly recover. You need to strike the front of her vehicle and force her to brake. The moment she brakes to deal with the collision, hop out and grab the coconut. As you're in the air, hit the wrench the second the yellow outline appears around the Loco Coco.



TIP

If you want that Trophy, you better slam into Grunty right away. You can still chase her down and try to nudge a shell in front of her ride for the next five minutes and still get the Jiggy, but unless you hit her right away and stop her in her tracks, you will miss the Trophy.

NOTE

Winning this challenge not only scores you a Jiggy, but you also earn your first trolley upgrade: High-Grip Wheels. Now you can explore more of Showdown Town and visit places like Trophy Thomas's hut, catch Mr. Fit running around the countryside, and pick up a whole new batch of Mumbo Crates.

Jinjo Challenges

Yellow Jinjo Fetch



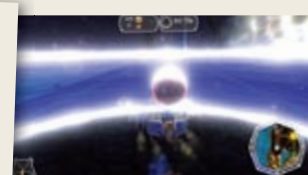
If you miss Grunty right away, you can still catch her on the beach. Drive alongside her and nudge one of the rocks or giant shells in front of her vehicle. The collision stops her for a second. As Grunty tries to correct course, leap out of your vehicle and grab the Loco Coco. You need some height to pull the Loco Coco free of the basket, so do it while you're in the air. If you try to swipe the coconut from the ground, you cannot get it over the lip of the basket. Grunty will drive off, severing your connection to the Loco Coco.

Hidden Vehicle



Struggling to dislodge that coconut from Grunty's vehicle? There is a hidden ramming vehicle to the north of Grunty's starting position, where the swamp and the beach connect. It's right under the roots of the tree. Hop into the vehicle and slam into Grunty. The Fulgore's Fist on the front of the ramming vehicle smacks Grunty's ride around, tipping it as the witch tries to regain control. If you slam into Grunty hard enough, the coconut bounces out of Grunty's car and you win the challenge.

Red Jinjo Hurl



There is a red Jinjo at the airstrip next to the volcano. The Jinjo wants you to hurl it more than 100 distance units. You can use any vehicle you like for this Jinjo challenge. Just slam into the Jinjo at top speed to bounce it out of the blue ring. The moment the Jinjo hits the ring, the distance meter starts counting up. This challenge isn't too tough since the airstrip is flat and provides more than enough distance. Just back up at the start of the challenge and bump the Jinjo. If you have a vehicle with extra power, you should easily reach the goal.

BANDIT'S BACK

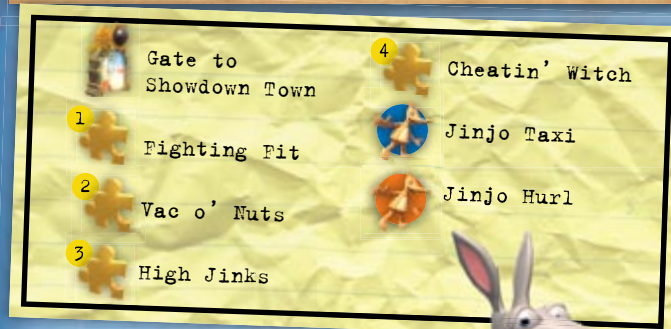
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

Act 4

The gate to act 4 deposits you on the docks on the east side of the ranch. The closest challenge to the docks is Fighting Fit, visible right from the waterfront. There are four Jiggy challenges in this act. Two of them are LOG's choice for vehicles, but for the remainders, make sure you have a good racing vehicle and something with a projectile weapon. If you haven't bought the Humba Tank blueprint, at least attach an Egg Gun to a vehicle so you can target Gruntbots in the Fighting Fit challenge.



Jiggy Challenges

1. Fighting Fit

Vehicle Choice: Player

Trophy Score: 750

Jiggy Score: 200

Notes Score: 1

Mr. Fit waits for you next to the large stacks of crates on the waterfront. The aerobic aardvark just wants to enjoy a little jog, but he's convinced that the moment he starts his

run, the Gruntbots will ambush him. His suspicions are not the stuff of crazy conjecture. The Gruntbots are indeed out there, just waiting for Mr. Fit to go for his run. If you protect Mr. Fit on his jog and minimize the number of Gruntbot attacks, he will reward your efforts.

At various points throughout the run, Mr. Fit will stop for a breather. It's at these moments that the Gruntbots strike. Their attacks follow a pattern. When Mr. Fit slows, the Gruntbot materializes from thin air. You have two or three seconds to eliminate the Gruntbot before it targets Mr. Fit, rises into the air, and then streaks at Mr. Fit like a rocket. A direct hit does significant damage to the avid exerciser. A glancing blow chips off only a little of Mr. Fit's health, which is translated into the Jiggy progress bar along the top of the screen.



TIP

The best way to attack this challenge is with an Egg Gun or two. Mount them to a vehicle and then undertake the challenge. You can try to ward off the Gruntbots with only the wrench, but when Grunt's minions start attacking in pairs, you'll struggle to juggle the targets.

NOTE

This is not a timed challenge. Mr. Fit runs along a set path at his own pace. Instead, you are graded on damage to Mr. Fit. If you want the Trophy for this challenge, you cannot allow Mr. Fit to be tagged more than two times by the Gruntbots. A third direct hit is enough to put your prize down into the Jiggy range.



Walkthrough: Nutty Acres



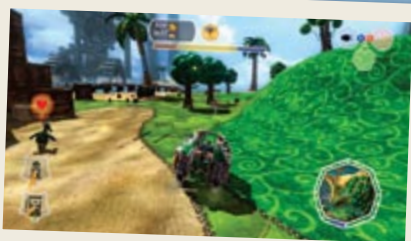
When the challenge starts, follow Mr. Fit along his route into the clearing on the opposite side of the crates. There are a few buffalo over here that threaten to block your view of the first

Gruntbot. When you see Mr. Fit slow, look westward for the first Gruntbot to appear. If you have a gun on your vehicle, aim toward the materializing Gruntbot and open fire. If you lack a weapon, hop out and charge the Gruntbot with your wrench. Slam it with the wrench a couple times and then return to your vehicle to continue following Mr. Fit.

TIP

There is a freebie Medium Ammo in the Mumbo crate next to Mr. Fit. Pop it on your vehicle for extra shots to use against Gruntbots.

Follow Mr. Fit as he turns back toward the water. Two Gruntbots appear in the trees next to the hills to attack. They appear one at a time, so aim for the trees and then open



fire as soon as you see the Gruntbots. Roll forward after defeating the first Gruntbot so you have a closer shot at the second.



Two Gruntbots appear together at the beach. Pull ahead of Mr. Fit and shoot the Gruntbots as they appear. Then roll alongside Mr.

Fit and cut to the right and up into the tiny hills.

Watch out for the Exploder Gruntbot that appears on the hillside to the left of Mr. Fit's jogging trail, after the initial Gruntbot attack.

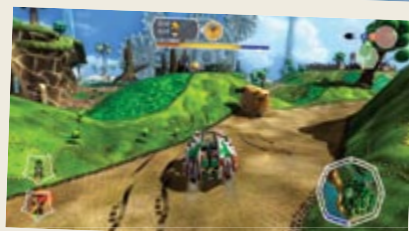


Mr. Fit takes a small breather on the clearing with the egg and nest. Stop in the middle of the trail while Mr. Fit takes his break and face to the south. Two Gruntbots appear straight ahead. The closest one materializes in the middle of the road. The other appears on the small hillside in the distance. They are almost in a straight line, so the minor auto-aim on your gun should have no problems picking off the distant Gruntbot after you pummel the one closest to you.



Uh-oh, there's one more in the trees to the left. This one doesn't even wait for Mr. Fit to take a break, so you better be on top of it. If you linger too

long to take this Gruntbot out, Mr. Fit will run right into the next ambush without your protection.



Keep pace with Mr. Fit since the Gruntbots are no longer waiting for him to take his breathers. There's another enemy on the hill around the next bend.



Two more Gruntbots appear in the shade of the trees.

The challenge ends at the top of the trail, so when the path starts climbing, you're close. Just stick to Mr. Fit and watch the trees on the left side of the



trail. At the top of the trail, Mr. Fit takes one last break. At that moment, three Gruntbots appear—two on the left, one on the right. Start with the Gruntbot on the right since it is closest to Mr.

BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

BANJO-KAZOOIE NUTS & BOLTS

Fit and then swivel to target the last two off to the left. When Mr. Fit reaches the apex of the hill, he offers the reward. Did you keep him safe enough to earn the Trophy?

TIP

Struggling to get the Trophy? The key isn't speed—it's firepower. Place more than one Egg Gun on the front of a vehicle to double your firepower. Just make sure you have enough ammo to support multiple guns. A Medium Ammo should be sufficient.

2. Vac o' Nuts

Vehicle Choice: LOG

Trophy Time: 2:00

Jiggy Time: 3:30

Notes Requirement: Successfully complete the challenge!

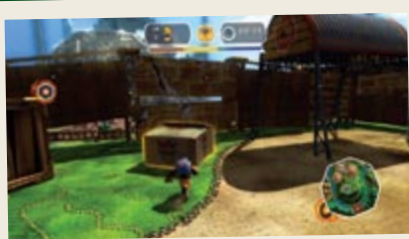


Klungo needs your help at the farm. Mumbo is away on business and left Klungo in charge of the coconut harvest down at the field, but Klungo doesn't know

how to operate the harvesting machine—a strange contraption that's part trolley, part vacuum cleaner. Can you pilot the harvester down to the fields and pick up at least 14 coconuts and return them to the farm before Mumbo gets back?

TIP

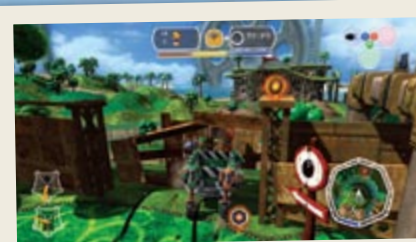
There is a freebie component at the start of this challenge: a Medium Engine in the box right next to the starting point. Just bash the box with the wrench to reveal the spare part. Use **B** to quickly attach the part to your rig and then get to the field.



Drive the vehicle south toward the field. There are a handful of Gruntbots waiting for you to make the trip, but if you barrel toward the field at a decent clip, you can either avoid the Gruntbots altogether or ram them and cause them significant damage. Just cross the bridge and blast through the wooden gates to enter the coconut fields and start harvesting the crop for Klungo.

TIP

Make a shortcut. Break through the southern wall so you have a straight shot down to the fields. Use this opening when you return to the farm to shave at least 7 seconds off each trip.



There are several coconut plants in the field. As soon as the challenge starts, the plants begin spitting out coconuts. To harvest the coconuts, drive your vehicle over them. The vacuum sucks up the coconuts and spits them into the box. The box will hold about 10 coconuts comfortably. Steer around the plants, targeting the coconuts to fill your vehicle with a full load.

CAUTION

Avoid the light brown rocks in the field. If you drive over them, the vacuum pumps the rocks into your catcher. These rocks take up a lot of room, making it difficult to get a good load.

Walkthrough: Nutty Acres

3. High Jinks

Vehicle Choice: LOG

Trophy Time: 2:10

Jiggy Time: 3:30

Notes Requirement: Successfully complete the challenge!



Keep circling the field, picking up coconuts by driving close to the plants.

When you have a full load, leave the field and drive back toward the farm. Gruntbots try to attack, so do not brake. If you slow down enough for a Gruntbot to target you, the impact may tip the vehicle and spill the coconuts.



Drive the harvester under the coconut silo inside the farm. The silo automatically empties your load. Watch the meter on the top of the screen to track your progress. The number of coconuts you've banked is next to the little Banjo head.



track your progress. The number of coconuts you've banked is next to the little Banjo head.



To earn the Trophy, you need to harvest 14 coconuts in just two trips. You do not have time to make any more than that, otherwise you'll have to settle for just the Jiggy. Since you cannot come back and use an upgraded vehicle for this challenge, just keep trying until you get the 14 coconuts under the time limit. Use that freebie engine to really power-up that harvester!

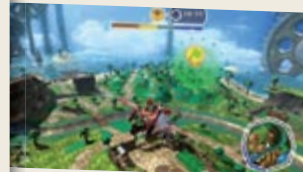


Pay a visit to Bottles at the airstrip next to the volcano. The myopic mole wants to give you some flying lessons so you'll be better equipped to handle the unfriendly skies in LOG's

videogame worlds. This race is designed to teach you how to take off, pilot through mid-air checkpoints, and shoot down targets from the sky. If you can manage all of these lessons with the top time limit, Bottles rewards you not only with a Jiggy but one of those coveted Trophies.



There's a box with a Small Engine next to Bottles. Bolt it to your plane with Ⓢ and take off. The extra speed helps you earn that Trophy.



Follow Bottles' instructions as you take to the air. After you reach the necessary altitude, Bottles turns on the series of midair checkpoints. Fly through the rings by making graceful, swooping turns instead of sharp twists that slow your plane. If you jerk the plane straight up, for example, you risk stalling out entirely.



After asking you to perform a loop in the sky, Bottles directs you east toward a pile of coconuts on a stack of crates. Fly low over the coconuts and knock one off the perch. Don't slow down as you line up with the coconuts—just slam into one of the big ones to send it flying.

BANDIT'S BACK

HOW TO PLAY

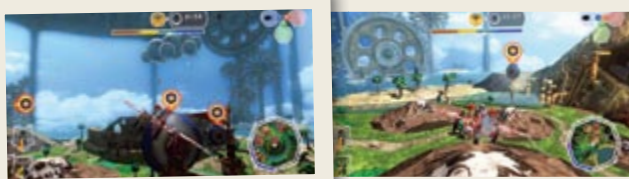
MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres



Bottles directs you to the strip of land on top of the tunnel. Land the plane and open the boxes to your right. Bolt the Small Ammo and Egg Gun to your plane. Make sure the Egg Gun is positioned on the front with nothing in front of it.

NOTE Remember to come back to this strip of land after the mission. There are Notes up here—and an orange Jinjo.



After adding the Egg Gun and Small Ammo, take off again. Bottles has placed several balloons around the ranch. Shoot the balloons with your new weapon. As soon as you eliminate all of the balloons, the lesson comes to an end. Did you complete the course in time to grab the Trophy?

4. Cheatin' Witch

Vehicle Choice: Player

Trophy Time: 1:45

Jiggy Time: 2:10

Notes Requirement: Win the race!

Trophy Thomas is having a spot of trouble inside the tunnel behind the coconut field. Piddles, that mangy purple cat that hangs out with Grunty, just challenged Thomas to a race, but Thomas's rig is in the shop. He cannot accept the kitty's challenge, which stands to deal a serious blow to Thomas's rep. The cat asks you to stand in for him and complete the race on his behalf. If you win, he'll show his gratitude by handing over a precious Jiggy. And if you're really speedy, he'll throw in a Trophy as a bonus.



TIP

Don't even bother with this race if you don't have a speedster powered by at least a Medium Engine. We scored big by using Humba Racer 2 and fitting it with a Freezeezy. Stop that cat cold to gain the upper hand in this tight race.

CAUTION

And who gave us the idea to use a Freezeezy? Admittedly, it was Piddles. The kitty has one on her car and she will fire at you over and over if you race ahead, so avoid driving in straight lines for extended periods.



If you have a weapon like the Freezeezy, use it as soon as the race begins since Piddles starts in front of you. You have a clean shot at Piddles as you both lurch toward the first checkpoint.

If you land a direct hit with the Freezeezy, for example, Piddles grinds to a halt. Roar ahead and push a cushion of space between the two of you that the little beggar will never be able to close.



The track leads down the beach. Steer around the rocks and shells as you scream through the checkpoints. When you reach the crates where Mr. Fit stands,

make a hard left and continue the course as it turns inland.

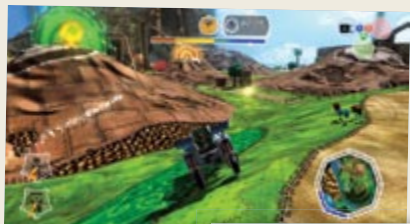


Aim straight for the bridge so you sail right through the checkpoint. If you teeter off the bridge, you'll lose time.

Shortcut alert: Drive around the hay bales and power through the farm to reach the checkpoint on the other side rather than take the road around the hill.

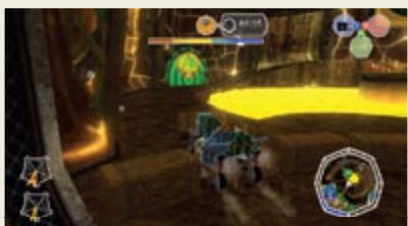


Walkthrough: Nutty Acres



Race up the coconut piles on your way to the volcano.

Inside the volcano, make a hard left and follow the tunnel out on to the airstrip.



Take a right turn at the airstrip and follow the checkpoints down to the beach. Avoid the Bouncer Gruntbots that cluster around the checkpoints.



Follow the course as it wraps around the outer wall of the artificial atoll.

The finish line is at the end of the docks.



Jinjo Challenges

Blue Jinjo Taxi

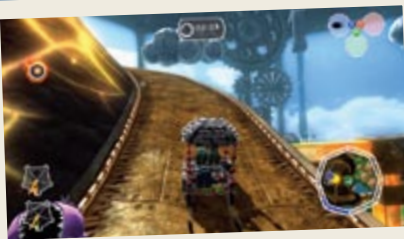


The blue Jinjo is standing at the bottom of the road that circles the volcano. The Jinjo wants to visit the top of the volcano—and he wants to do it quickly. This taxi mission only puts 1:05 on the clock, so you better get a move on. At the start of the challenge, wait a second for the Jinjo to climb into your taxi (LOG's choice!). Now, head up the road and duck inside the volcano via the nearby tunnel. The outer road is partially covered with lava and the taxi's wheels do not have the traction to go up the molten surface.



Watch out for the Gruntbot inside the tunnel. Shoot it with the taxi's Egg Gun if it gets too close.

Follow the stretch of road inside the volcano and take the next tunnel back outside.



Follow the path to the top of the volcano. Several more Gruntbots appear on the road to interfere with your fare, so blast them with the Egg Gun while keeping the pedal down. Get that Jinjo to its destination within the time limit to earn a blue Jinjo Token. You need as many of these as you can get to play King Jingaling's bingo game back at Showdown Town.

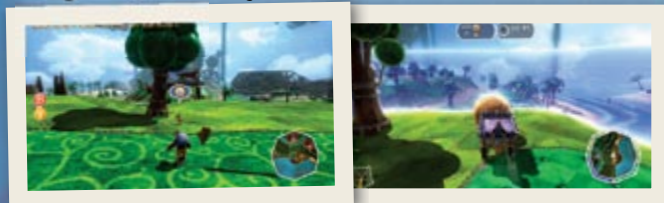
BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

Orange Jinjo Hurling



The orange Jinjo on top of the tunnel (next to the coconut field) wants to be blasted over 200 distance units across Nutty Acres. Of course you can oblige the little guy's wishes—after all, you want that Jinjo Token. You can bounce the Jinjo off the tunnel from any direction. Turn to the south with all of its hills. The momentum of rolling around those hills will give the Jinjo enough speed to cross the 200 barrier before settling to a halt or bounding into the ocean.

Act 5

The gate to act 5 drops you on a small island looking out toward the main ranch. The sun is setting, and against the dusky sky, it's easy to spot all of the holograms that indicate Jiggy challenges. There are 6 Jiggy challenges in this act—completing this set will really boost your Jiggy Bank bottom line. But these challenges are especially tough. You need a set of vehicles that are up to the challenge, so if you have been holding out on collecting Mumbo Crates in town, be sure to pick up any outstanding crates at this point—and shop a bit at Humba's—so you have the best parts available to build your fleet of vehicles.



Jiggy Challenges

1. Farmhand of the Year

Vehicle Choice: Player

Trophy Score: 2,500

Jiggy Score: 1,000

Notes Score: 50

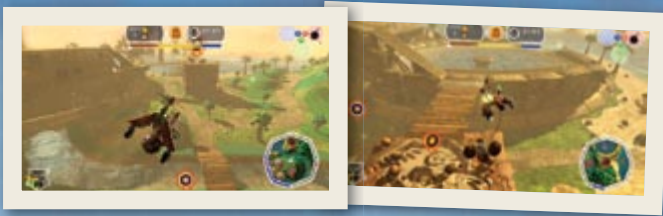


Mr. Fit needs your help up at Mumbo's farm. A huge harvest of coconuts needs to be brought back to the farm so it can be processed and ready to ship out within 3:30. These coconuts are on top of the giant stack of crates close to the ocean shore (where you met Mr. Fit in the previous act), so you need something that can defy a little gravity and somehow bring those coconuts back to the farm two or three at a time. The best approach is a cargo helicopter. Humba sells the blueprints for one, but you can also modify one of your own choppers to do the job. It's critical that you have a Sticky Ball for this challenge. This gadget makes grabbing the giant coconut from the crates easier than landing and physically placing the coconut in a tray or box.

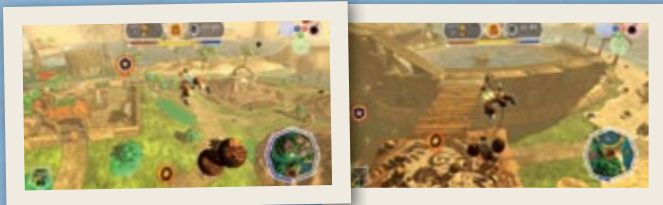
TIP There is a free Sticky Ball in Mumbo Crate #33. You need the Spring upgrade to reach it.

Gate to Showdown Town	5	Hard-Boiled Egg
1 Farmhand of the Year	6	Old Dog, New tricks
2 Save Our Statue		Jinjo Speed
3 Leaky Waterworks		Jinjo Combat
4 Beat the Fleet		Jinjo Race

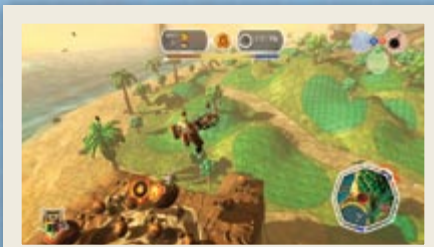
Walkthrough: Nutty Acres



With the Sticky Ball placed beneath your helicopter, take off from the farm and fly east to the crates. The coconuts are on top of the stack, just waiting to be picked up. There are a few sizes to choose from. The largest of the coconuts are worth 500. If you bring just two of them back to the farm, you have the Jiggy. However, if you want the Trophy you need to bring back more than just the biggest coconuts. You must score at least a handful of the medium-sized coconuts, which are worth 200 each. The smallest of the coconuts are worth just 50, but don't turn your nose up to them. 50 points can drag you over the finish line. There is no bonus reward for getting over the 2,500 mark.



Hover over the coconuts and deploy the Sticky Ball. Drag the Sticky Ball through the field of coconuts, picking up as many as you can with a single pass. Every inch of the Sticky Ball is adhesive, so you can effectively grab two large coconuts or three medium-sized coconuts and then fly them back to the farm.



As soon as you grab a large coconut, be mindful that you essentially now have a wrecking ball attached to the bottom of your helicopter. Get some lift so

you don't drag the coconut through the rest of the crop and knock them all off the crates. Dropping down to grab a lone large coconut on the ground expends time you don't have.

CAUTION

The Sticky Ball can pick up almost anything—including the wooden bridge leading to the coconuts. If you grab the bridge by accident, immediately release by drawing up the Sticky Ball. (Press the same button you assigned to deploy it.) The weight of the bridge will drag you down.



Release the coconuts over the farm but do not land to place them in the hopper. Save the last 45 seconds of the challenge to attend to that final bit of

business. Instead, keep zooming back to the coconut harvest and grab more. Load up the farm grounds with as many coconuts as you can grab in about 2:45.



As the clock starts to draw down, land your helicopter inside the farm grounds and get out of the cockpit. Use the wrench to snare coconuts one at a time and take them to the hopper. The hopper will automatically pull them inside, so just drop the coconut close to the machine and let it do the rest. Keep shuttling coconuts to the hopper until time runs out.

NOTE

If you fail to get at least 3 of the large coconuts to the farm by the time the clock says only 45 seconds remain, restart the challenge.

BANDITO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

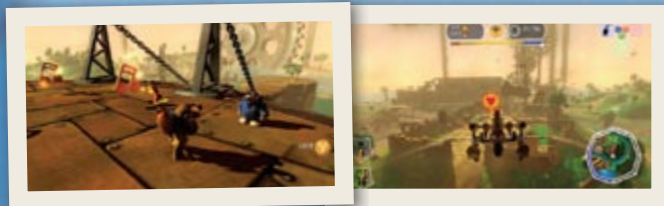
2. Save Our Statue

Vehicle Choice: Player

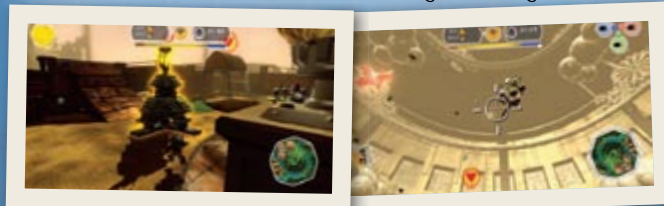
Trophy Score: 800

Jiggy Score: 200

Notes Score: 1



Bottles waits for you on the east side of the island, on top of a tall structure overlooking the swamp. (There are several Notes up here, too.) Bottles charges you with protecting the golden coconut statue at the farm from an incoming phalanx of Gruntbot fighter planes. The Gruntbots try to dive-bomb the statue to damage it beyond repair. You must keep the Gruntbots at bay for 2 minutes to complete the challenge. As soon as the mission starts, fly over to the farm before the Gruntbots start circling their target.



There is an anti-aircraft gun next to the statue. Get out of your vehicle and jump into the anti-craft machine so you can target Gruntbots with the Egg Cannon. You have a lot of ammo, so just keep moving the cross-hairs across the sky and target the Gruntbots as they try to barrel into the statue. It's very difficult to earn the Trophy since just 2 hits from the Gruntbots is enough to cause more than 200 points of damage to the statue. (The statue starts with 1,000 points.)

TIP

There is a Clockwork Kazooie in the Mumbo box next to the anti-aircraft gun. Bolt it to the machine and take advantage of the homing shots.

Trophy Trick



If you have a helicopter equipped with a Sticky Ball, this challenge is a snap. Play keep-away with the Gruntbots by grabbing the statue with the Sticky Ball and then circling the ranch in a wide arc. If you have a fast engine and lots of fuel, you will out-run the Gruntbots for the full 2 minutes and easily snag the Trophy.

3. Leaky Waterworks

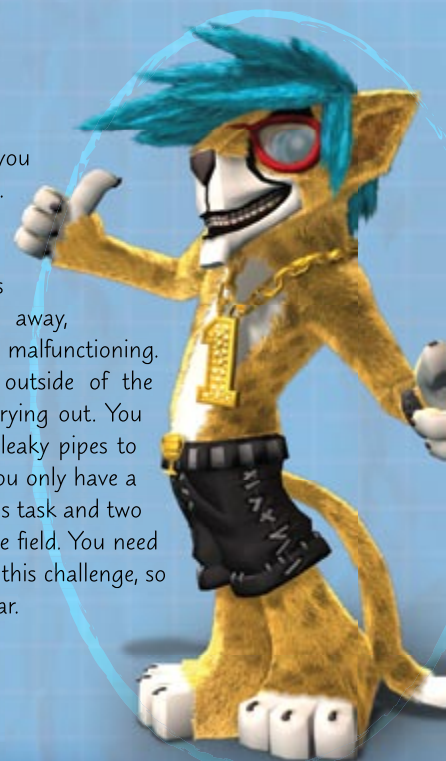
Vehicle Choice: Player

Trophy Time: 2:00

Jiggy Time: 3:30

Notes Time: 5:00

Trophy Thomas waits for you down by the coconut fields. The cat has a problem on his hands. He's been put in charge of minding the fields while Humba Wumba is away, but the water pipes are malfunctioning. Three leaks have sprung outside of the field so the coconuts are drying out. You need to plug up the three leaky pipes to restore water to the field. You only have a few minutes to complete this task and two of the pipes are far from the field. You need to cover serious distance in this challenge, so use a helicopter or a fast car.



Walkthrough: Nutty Acres



There are plugs at each leaky pipe, but they are trapped inside large plastic balls. Retrieve the plugs by bashing the ball a few times with your wrench. However, Gruntbots at each leaky pipe mount attacks to keep you from completing your task. Keep the Gruntbots at bay with your wrench attack, free the plug, and then hoist it on to the leaky pipe. The three leaky pipes are next to the field, on the beach to the north, and in the shade of the atoll to the east.



Those Gruntbots are pretty round, too. Maybe they would make good plugs?

4. Beat the Fleet

Vehicle Choice: Player

Trophy Time: 1:05

Jiggy Time: 2:30

Notes Requirement: Destroy 16 boats!

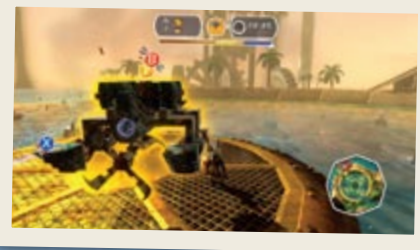


Mumbo is on guard duty today. The shaman stands watch at the small island in the center of the atoll on the eastern side of the ranch. He's watching the oceans for signs of Grunty's fleet—an armada of Gruntbots in little boats that are coming to harm the coconut crops. Mumbo needs you to lead the counterattack (actually, he needs you to *be* the counterattack) against the Gruntbot vessels and sink them before 2:30. If you can send them to the bottom of the blue in half that time, Mumbo is happy to award you a Trophy for naval excellence.

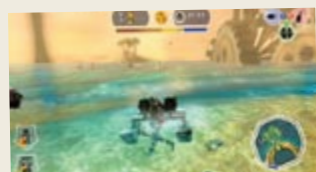


You need to create a boat loaded with weapons and a fast engine to get between two groupings of Gruntbot boats. The first group of eight boats is around Mumbo's little island. The second group is in the open seas. There is a small sandbar between the two groups, which makes the fast engine necessary. (A large propeller on the back of your boat helps with getting around, too.) The Gruntbot boats can be taken out with just a couple direct hits from a small weapon, so place at least two Egg Guns on the front of your boat and make sure you have a Medium Ammo onboard to keep those guns firing.

The Gruntbots open fire the second the challenge starts, so get your boat off the island and into the water so you can return their volleys.



Keep a finger near the (RB) so you can repair your boat—or place a Robofix on the boat to automatically repair damage.



Pick one group of boats and wipe them out before moving on to the next batch. Circle the boats around the atoll, wiping them out one by one. Just keep a steady pace, aiming your Egg Gun(s) in the general direction of each boat and let auto-aim make the final correction. Then move out to the open sea and start a giant loop from either the left or right, circling through the eight Gruntbot boats.

BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

TIP

Earning the Trophy is not an easy job. You need to keep damage under control and use enough firepower to overwhelm the Gruntbots. That's why at least two Egg Guns is preferable. Hitting a boat with both barrels sinks it before the Gruntbot has a chance to target you.

5. Hard-Boiled Egg

Vehicle Choice: Player

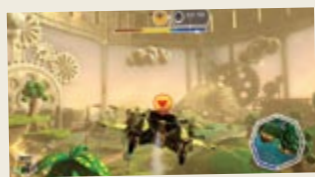
Trophy Time: 2:00

Jiggy Time: 3:30

Notes Requirement: Don't break the egg!

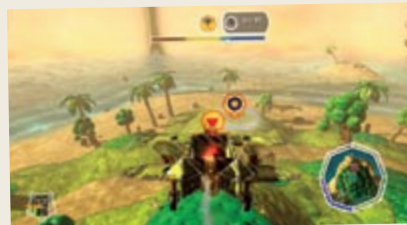
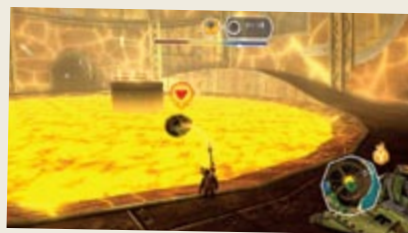


Klungo waits patiently for you at the southern end of the ranch, next to the egg nest. Poor Klungo is so hungry but he cannot eat an uncooked egg, lest his digestive tract, uh, act up. So he asks if you wouldn't mind finding a way to cook his egg and bring it back to him. Don't let the egg overcook, though, or else Klungo cannot eat it. You need to make sure it's just right.



You need to get the egg from the nest to the volcano and back without breaking it. There is a small heart over the egg that tracks any damage. Every time the egg is banged against something, like a rock or the ground, the heart empties out a little bit. If the heart is reduced to a mere outline, the egg cracks open, Klungo goes hungry, and you don't get your Jiggy. Use your wrench to place the egg in a safe container, such as a box or tray with high walls, and then escort the egg straight to the volcano.

Take the egg inside the volcano and place it in the lava. After a few seconds, a kitchen timer dings. The egg is cooked. Now take it back to Klungo.



You just need to get the egg across the blue barrier surrounding the nest to deliver it to Klungo and end the challenge.

6. Old Dog, New Tricks

Vehicle Choice: Player

Trophy Time: 1:45

Jiggy Time: 3:30

Notes Requirement: Survive the challenge!



Humba Wumba is on top of the volcano, marveling at quite a sight over the farm: It's Mr. Patch. The giant inflatable dinosaur is casting a monster shadow over the ranch,

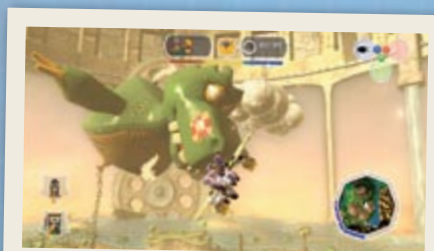
threatening to destroy the entire coconut farm. Bear and bird must launch a fast attack on the floating dino, targeting the 12 patches that keep this creep barely stitched together. Once all 12 patches have been eliminated by shooting them, Mr. Patch deflates and no longer poses a threat to the ranch. You need an airship to take out Mr. Patch, so attach some Egg Guns to a helicopter or plane and hit the skies.



Walkthrough: Nutty Acres



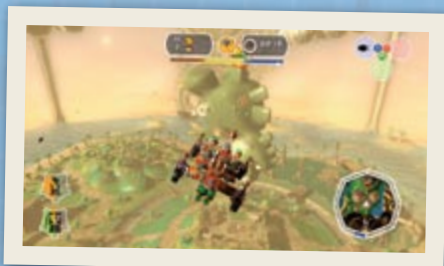
The 12 patches are distributed all over Mr. Patch's body. Look for patches on his nose, sides, head, back, and underbelly. Make slow passes around the dinosaur and strafe his surface with Egg Guns to take out the targets. Mr. Patch moves around as you attack, raising and lowering different sides of the body.



If you see the nose dip down, adjust your flight path to target the patches on its belly. If the nose rises, move to the front of the beast so you can take out those patches while they are in the open.

can take out those patches while they are in the open.

Use a helicopter to hover at each side of the dinosaur and target the patches. Your chopper may be slower than a plane, but if you hover in one spot and tilt your guns around, you can target the patches as the monster exposes them.



Jinjo Challenges

Purple Jinjo Speed



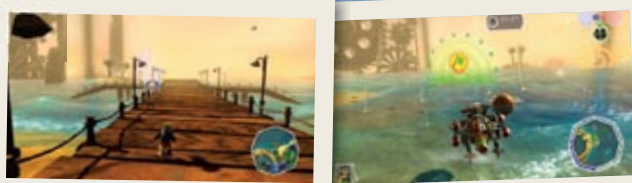
The purple Jinjo on top of the volcano wants to see you go fast. Indulge the little guy to earn his token for the bingo game. You don't necessarily need a fast car, though. Just drive off the crest of the volcano into the lava pit below. Gravity takes over and pushes you past the speed limit needed to bag the Jinjo Token.

Yellow Jinjo Combat



The yellow Jinjo in the coconut fields challenges you to a little round of sumo in exchange for a Jinjo Token. This Jinjo pushes back effectively, so you need a vehicle with some power behind it, such as 2 Medium Engines, and a bulldozer-shaped front to keep the Jinjo from rolling free of your shove. The boundaries of the arena are the dirt banks. Instead of trying to shove the Jinjo ball over the dirt, swing to the north and push the Jinjo through the gates. The flat ground offers zero resistance, so if you out-motor the Jinjo, you can easily shove it out of the arena.

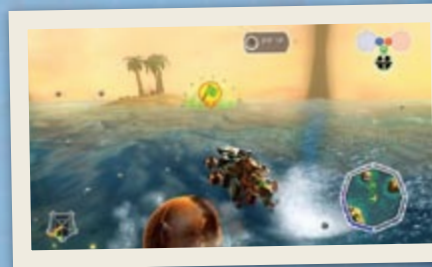
Orange Jinjo Race



The orange Jinjo on the docks challenges you to a little race around the marina. When you accept the challenge, the Jinjo transforms into a ball and bounds into the water. You must chase it down during the first part of the race through the water and find a way to overtake it. Once you push ahead of the Jinjo, you must maintain your lead as the corners get sharper around the outer islands and the giant gears that keep the ceiling up over Nutty Acres.

TIP Use a vehicle with at least two Medium Engines to keep your boat pushing through the chop.

Cut ahead of the Jinjo as early in the race as possible. Keep nudging into the Jinjo and then nose it out of the way as you pass through the first few checkpoints.



BANTO'S BACK

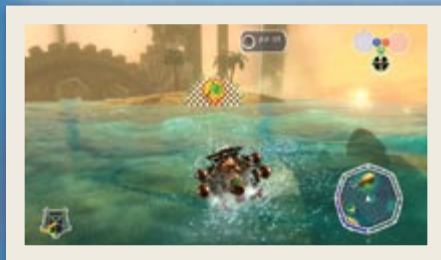
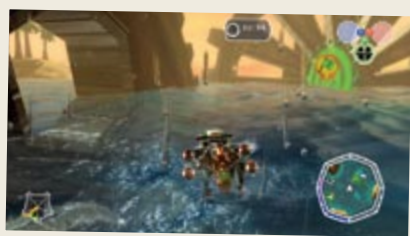
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

BANJO-KAZOOIE NUTS & BOLTS

The course takes a sharp turn into the gears. Make a hairpin corner at the edge of the wall as tight as you can so you don't lose any time bumbling around the actual gears.



The race ends at this checkpoint near the set of gears to the north.

Act 6

The gate from Showdown Town places you on the airstrip next to the volcano. There are five Jiggy challenges in this act but only one Jinjo. The Jinjo is on top of the volcano, near Trophy Thomas and just a stone's throw from Bottles and his challenge back down on the airstrip. By now, you should have at least one Large Engine, so make sure you've assembled both land and air vehicles with extra speed capabilities.



Jiggy Challenges

1. Freewheel Festival

Vehicle Choice: Player

Trophy Score: 1,500

Jiggy Score: 800

Notes Score: 1



Trophy Thomas has a challenge for you at the top of the volcano—and for once, it's not about speed. You need to travel a distance of at least 800 to score the Jiggy—and

1,500 if you want Thomas's Trophy. The catch here, though, is that once you cross the starting line leading down from the top of the volcano, the acceleration cuts out. You can only street your vehicle down the mountain, relying strictly on momentum to keep the car moving.

TIP

Pick a car with a modest amount of weight. You need to pick up speed as you roll down the road, but not get weighed down when you finally flatten out.

As soon as the challenge starts, you begin rolling down the winding volcano road. Keep your car in the center of the road as you rocket toward the airstrip.



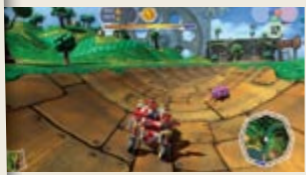
	Gate to Showdown Town		Nuts to Go
	1 Freewheel Festival		5 Makin' Waves
	2 Air Coconut		Jinjo Hurl
	3 Riverbed Head-to-Head		

Walkthrough: Nutty Acres



Follow the airstrip to the right. The road is flatter now, so you will lose speed here. Slowly edge your way to the left side of the road.

Dip down to the road that connects to the ground right in front of the artificial atoll.



Direct the car toward the empty river bed to the south. Watch out for the trees as you inch toward the lip of the bed. You pick up some additional speed when you dip down into the river bed. The natural momentum keeps you going farther down the river. Just watch out for any crabs skittering across the riverbed. If you bump a crab, you'll lose your last little bit of speed and likely not cross that 1,500 marker.

2. Air Coconut

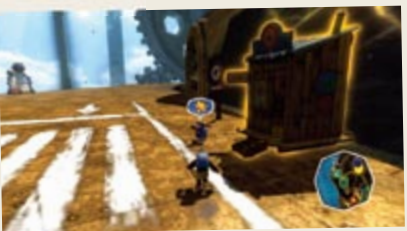
Vehicle Choice: Player

Trophy Time: 3:00

Jiggy Time: 4:10

Notes Requirement: Win the race!

What is that silly jacket Bottles has on? The mole is apparently recruiting for Air Coconut, an esteemed air force that patrols the skies above Nutty Acres. To join the ranks, you



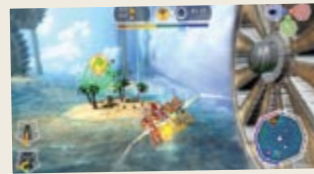
must beat Bottles in an air race through the skies. To keep things interesting, Bottles asks some other friends around Nutty Acres to enlist in the race, too. You must break out of the pack and scream through the course. To win the Jiggy, you must not only make the time limit, but also come in first place.

NOTE

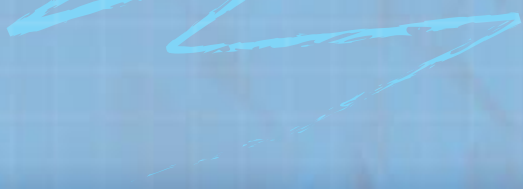
There are a number of factors you must consider when assembling a plane for this race. First, the other racers are fast. Mr. Fit and Klungo each have Small Jets on their planes. You need enough initial juice to keep pace and eventually outrun such power. Mumbo gives you a Small Jet after you bank 60 Jiggies and you can find one in Mumbo Crate #43. Because this race is long—expect to be in the air over 3 minutes since that's roughly the time limit to score the Trophy—you need a lot of fuel. Fuel is heavy, so you need even more engines on your plane to keep aloft. It's a vicious cycle. We took the Trophy with a plane that had 4 Small Engines, 2 Medium Engines, and 1 Small Jet.



The start of the race is a jockeying of machines for the lead position. You can trip up a few rivals at the airstrip by mounting Egg Guns on the front of your plane and cutting their flying machines to shreds just as they take off. If you pop an engine or two off your opponents' planes, you're in good shape to take at least second place within just a few checkpoints.



The course follows the outer edge of the sea before arcing inland. Don't make any sudden corrections to your course—just try to maintain smooth lines over Nutty Acres so you keep up top speed. And never, ever let off the gas.



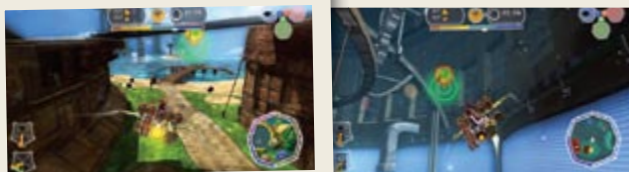
BANDIT'S BACK

HOW TO PLAY

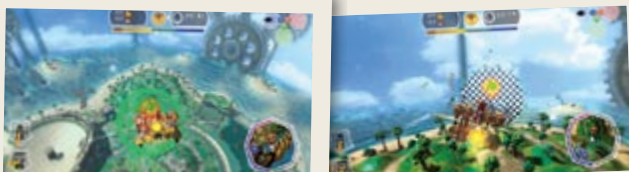
MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres

BANJO-KAZOOIE NUTS & BOLTS



After crossing the island and zooming under the bridge next to the coconut crates, the course cuts upward out by the wall. Do not climb too steeply or else you may stall out. If you stall, you will lose almost all of your speed. While you try to pull your plane out of a spin, your rivals will undoubtedly catch up.



The last leg of the race is a descent back toward the farm. You must go into a dive and push through the last few checkpoints. The race ends directly above the farm.

3. Riverbed Head-to-Head

Vehicle Choice: Player

Trophy Time: 2:00

Jiggy Time: 3:30

Notes Requirement: Win the race!



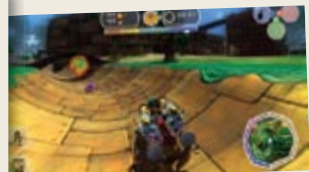
Meet Klungo in the empty lagoon at the base of the volcano. Klungo is holding a rally race through the dry riverbed and you're invited to join the high-speed hustle.

This race is two laps

from the lagoon to the atoll. Since the riverbed is so narrow, it can get crowded in there. You need a fast car so you can lurch ahead of the pack and rocket down the river without obstruction. However, if you get far enough ahead of the pack, you'll pass them on the way back through the riverbed.

TIP

Make a narrow car so you can slip between the racers jockeying for position in the riverbed. And put Bumpers on the front of your car in case you get into a collision.



Blast out of the pack in the beginning of the race. If you have a weapon on the front of your car, you can pop a few rivals as you roar into the lead position. When you finally break through, keep the pedal down and roar down the middle of the riverbed en route to the atoll.

Inside the atoll, keep fairly high on the bank so you make a smooth arc through the three checkpoints and can slide right back into the riverbed without incident.



Expect to meet up with the rest of the pack as you scream back into the riverbed. Dodge them as best as you can and then steer up on the riverbanks to

avoid any stragglers still choking on your fumes.



Keeping your lead isn't too tough if you can avoid crashing with your opponents when passing them in the riverbed. But earning the Trophy is difficult without an ultra-fast vehicle. You need at least one Large Engine on your car to keep the race time around 2 minutes. Without at least 1 Large Engine (and the more the merrier), you better content yourself with just the Jiggy.

Walkthrough: Nutty Acres

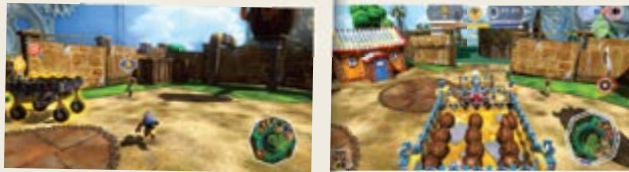
4. Nuts to Go

Vehicle Choice: LOG

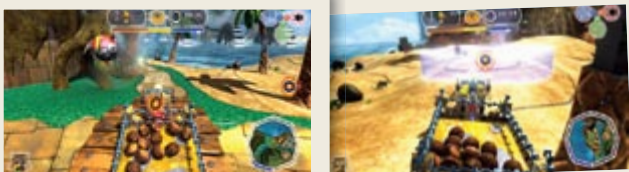
Trophy Time: 1:10

Jiggy Time: 2:00

Notes Requirement: Complete the challenge!

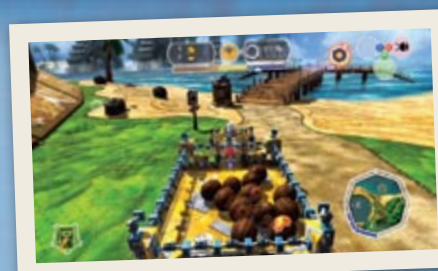


Humba Wumba needs to get the coconut harvest down to the docks in time for a shipment and Mumbo is nowhere to be seen. Can you pitch in and drive the coconut carrier down to the docks? The carrier holds 12 coconuts, but you only need to get 9 of them to the docks within the time limit to score the prize. Just carefully cross the dry riverbed without bucking loose any coconuts and avoid Gruntbots that try to tip your ride before you reach the docks. But first...



You need to drive that order of coconuts over the Mumbo at the beach. Mumbo must inspect the order and give it his stamp of approval before they can be shipped out. Carefully cross the bridge north of the swamp and pull up to Mumbo over by the sand dunes. Drive through the Mumbo checkpoint so he can peek at the coconuts. Once he's given them the thumbs-up, you need to truck the crop over to the docks on the other side of the ranch.

After getting Mumbo's approval, drive the nuts back across the bridge and use the flat road around the farm to get the shipment closer to the dock without any unnecessary bumps.



Carefully pull the cart on to the docks and rush for the finish line. Watch out for one last Gruntbot waiting for you at the waterfront.

5. Makin' Waves

Vehicle Choice: Player

Trophy Time: 1:30

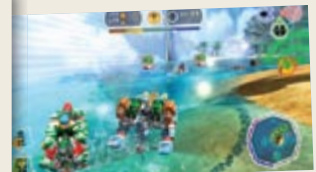
Jiggy Time: 2:00

Notes Requirement: Win the race!



Mr. Fit is all by himself on an island to the south. Cross the waters and chat up the aardvark to learn about his challenge. He and some friends are entering a race on the waters around the ranch. You must pass through all of the checkpoints and come in first place to bank the Jiggy. And if you want that Trophy, you better stick a pretty good engine and a Large Propeller on the back of your boat.

TIP Stick some Egg Guns on the front of your boat to pick off the other racers at the beginning of the challenge.



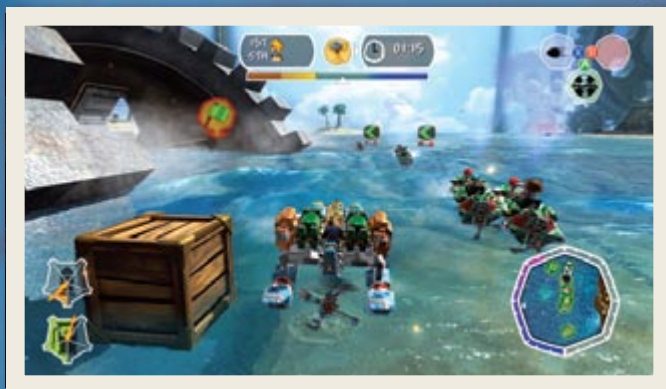
The race starts with an immediate U-turn. After roaring around the island, cut back by the gears against the outer wall and then keep up with the pack as it zips north. The track cuts across the open water, leading you close to small islands. Keep clear of the islands or the other racers may try to bump you up on the sand.

BANDITO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Nutty Acres



Cut close to the giant gears, but not too close. If you're clipped by one of the gears, you'll roll your boat and watch the other racers lurch ahead.



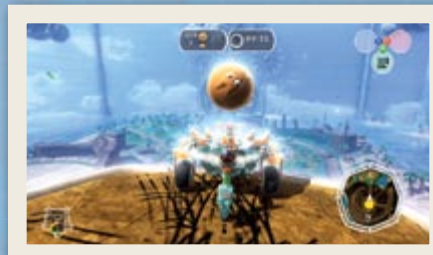
The course follows the other wall beyond the gears and then cuts east as you enter the shadow of the volcano. Watch out for wooden crates bobbing in the waves. If you accidentally glance off a crate at top speed, you risk overturning your boat.

Jinjo Challenges

Orange Jinjo Hurl



The orange Jinjo at the top of the volcano wants you to give it a good shove a roll it 500 distance units. The ground below the volcano is flat, though, which is a real momentum-killer. You need to maximize the roll down the side of the volcano so the Jinjo ball can pick up enough speed to roll across that 500 mark. Direct the Jinjo toward the empty lagoon at the base of the volcano off to the right where it can pick up at least 100 extra units just rolling between the two sloping sides of the lagoon.



Use a launcher like Humba Slam Dunk (we modified it with Monster Wheels so the ball is rocketed at a slight angle) to get a good head start on the

needed distance. Even distance traveled straight up in the air counts toward your score.



Walkthrough: Logbox 720

World 2: Logbox 720

Enter the world of Logbox 720, a fantastical new videogame console that's overflowing with an abundance of gigaflops, bumpity-mapping, bloomer lighting, and, of course, lens flare. This powerful console hosts not only several of Rare's greatest games like *Viva Piñata* and *Banjo-Kazooie*, but it's also dangerously full of Gruntzy's minions. These bugs are trying to crash the system, so it's up to bear and bird to fight back through a series of Jiggy challenges.

The introductory movie, a little poke at the opening credits of "Buck Rogers in the 25th Century," stars Bottles, Humba Wumba, Pikelet, Jolly Dodger, and more in a variety of roles tailored for the videogame industry. Jolly is the cooler-than-thou coder who wears a leather duster even if it's 100 degrees next to the heat sink. Humba Wumba is the all-star leader of a girly-girl gaming league that's mostly a marketing invention. And as for Pikelet—he's standing in for the middle manager who is clueless about what it takes to really make a videogame. He just wants the game to come in on time, under budget, and inside a box loaded with buzzwords.

720 Collectibles

Total Jiggies	17
Total Jinjos	14
Total Notes	200 (85 bronze, 7 silver, 8 gold)

720 Doors

Act	Required Jiggies
Act 1	2
Act 2	4
Act 3	10
Act 4	19
Act 5	36
Act 6	41

Act 1

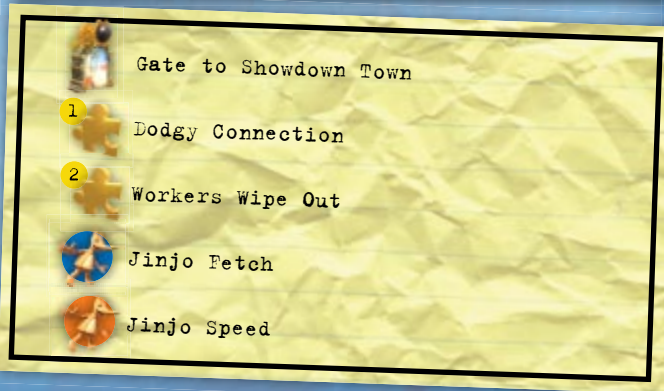
Your first trip to the Logbox 720 drops you right in front of a massive Banjo-Kazooie disc spinning on the floor. From here, look up to see all six levels of the logbox. Tubes carrying coolant run around the interior like a hamster trail. Ribbon cables form skyways. Literal computer bugs scamper across the floor. There are 200 Notes to collect in Logbox 720, so tour the facility before taking on the Jiggy challenges and pick up the obvious ones on the cables and tubes. When you have a chopper, come back to zoom around the ledges sticking out of the walls and finish off your collection.

NOTE

For these challenges, ride the elevator to the correct level to meet your challenge host and get started!



*For example, when you head over to see Klungo for the **Dodgy Connection** challenge, pick up the Notes around the nearby chipset.*



BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

Jiggy Challenges

1. Dodgy Connection

Vehicle Choice: Player

Host Level: 1

Trophy Time: 0:50

Jiggy Time: 3:15

Notes Requirement: Get the antenna to the proper height!

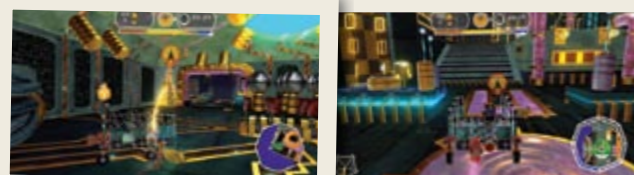


Meet up with Klungo to the west of the door leading from Showdown Town. He's in a white coat next to a collection of cables. Klungo is trying to get some work down, but his connection to the Interwebby has done gone. Without a fat pipe to the information superhighway, Klungo's work schedule is sunk. He needs you to carry an antenna up to the fourth floor of the Logbox 720 to establish a new connection. Once he's back on his precious Interwebby, he hands over a prize.



To earn the Trophy, you need to get the antenna to the designated height within 50 seconds. So you don't have to mess around with balancing the antenna on the trolley tray while driving up to the fourth floor,

build a cage on wheels at Mumbo's Motors. Here's what we put together.



When the mission begins, lasso the antenna next to Klungo and place it in your trolley. Carefully lower it into the tray so it doesn't fall out as soon as you jump in the driver's seat and hit the gas. The antenna can roll around a little inside the tray, but if you see it teetering on the edge, adjust it so it will not fall out while you're driving.



There is a tremendous shortcut for this challenge. Instead of driving up the ribbon cable highways to reach the fourth floor, just head out to the north of Klungo and pull up to the elevator in the corner. Wait for the elevator to reach the bottom floor. When it stops, drive on to the elevator.

As the elevator rises to the fourth floor, point your vehicle so it's facing outward. That way, when the elevator stops, you can quickly speed off before it starts its descent.



Drive off the elevator at the top and head for the yellow ribbon cables. Carefully pull out on to the cables and head to the north. As you close in on the next landing, you reach the proper height for Klungo's antenna. The former henchman is pleased with your help-desk skills and hands over a reward.

2. Workers Wipe Out

Vehicle Choice: Player

Host Level: 1

Trophy Time: 1:10

Jiggy Time: 3:15

Notes Time: 5:00



Pikelet waves you over to the three discs spinning near the north wall of the first floor. Drive over the three discs to pick up Notes and then chat to the middle manager. (Nice rug you got there, Pikelet.) Pikelet has a few programmers out working

Walkthrough: Logbox 720

on the Logbox that haven't reported in yet and the firewall is about to sweep through the console. If those programmers are caught in the fireball, they'll be roasted for sure. Pikelet needs you to pick them up and bring them back to him by the north wall.

NOTE

You need a taxi for this challenge. Either use the Humba Taxi blueprint or modify one of your cars with a Passenger Seat so you can pick up the programmers and shuttle them back to Pikelet.

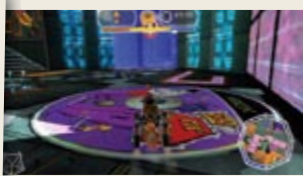
TIP

Put a Medium Engine on your new taxi so you can beat the clock and earn that Trophy!

Pick up Mumbo first—he's on the second floor of the Logbox. Drive south from pikelet and take the ramp on the left. Take a left at the speakers on the second floor. Watch out for the Gruntbot that blasts you with a gust of wind. Mumbo is on the platform just beyond the Gruntbot. (The platform is loaded with Notes, but you don't have time to grab them now. Come back later when you're not in the middle of a challenge.)



Drive off the platform to the north. Mumbo is bounced loose of the taxi when you hit the bottom floor, but if you hit the brakes, Mumbo will jump back on. Now, drop Mumbo off at Pikelet.



After you drop off Mumbo, zoom to the opposite end of the bottom floor to pick up your second fare: Humba Wumba. She's waiting in the center of the giant Banjo-Kazooie disc. Stop close to her so she jumps into the passenger seat. Now high-tail it back to Pikelet before the timer dips into Jiggy territory. If you miss the Trophy time, just try the challenge again until you come in just under 1:10 minutes.

Jinjo Challenges

Blue Jinjo Fetch

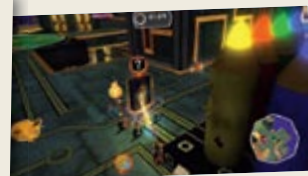


Meet the little blue Jinjo on the second floor of the Logbox 720. The Jinjo asks you to travel up to the fourth floor to retrieve his missing book. He's pretty sure to have left it by the

graphics chip (which is a wired box of crayons). If you zip up there and fetch that book for him, he'll gladly hand over a Jinjo Token.

TIP

Use a vehicle that can carry objects, like the trolley.



Use the same elevator in the northwest corner of the Logbox 720 that lifted your and Klungo's antenna up to the fourth floor. The book is right next to the crayons at the top of the elevator. Place the book on your vehicle and then drive it back down to the Jinjo to collect your reward.

NOTE

Did that book look familiar to you? If you played *Kameo: Elements of Power*, you surely recognize the kindly wizard on the cover.

Orange Jinjo Speed



The orange Jinjo is hiding behind the speakers on the second floor of the Logbox 720. This Jinjo has a need for speed, but is willing to live vicariously today. He wants to see you hit the speed limit marked on

your speedometer. If you can sustain that speed for a few seconds, the Jinjo hands over its token.

If you have a Medium Engine, this Jinjo challenge is a cakewalk. Otherwise, use the gravity trick to impress this Jinjo. Drive up the nearby ramp and then speed right off the edge. Falling pushes you over the limit and earns the Jinjo Token.



BANDITO'S BACK

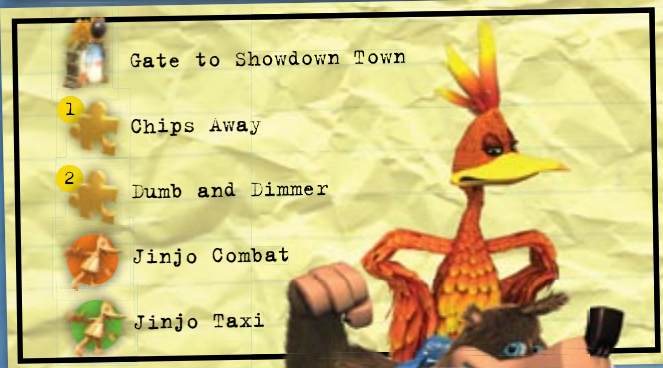
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

Act 2

The gate pops you out on the second floor of the Logbox 720. There are several Notes up on this level, so pick those up before heading off to find the two Jiggy challenges. Once you have toured the immediate surrounding to pick up any errant Notes (you really need those to buy good stuff from Humba Wumba), drop down to the first floor of the Logbox 720 and start your hunt for Jiggies.



Jiggy Challenges

1. Chips Away

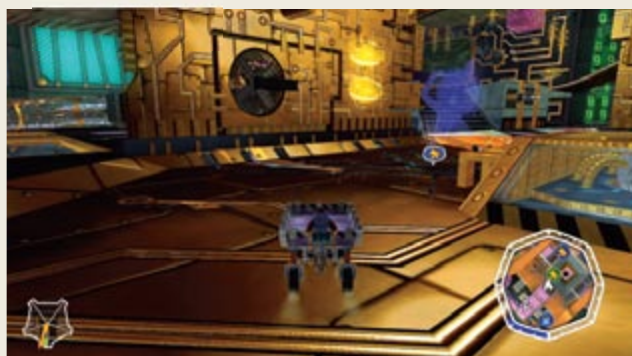
Vehicle Choice: LOG

Host Level: 1

Trophy Time: 1:45

Jiggy Time: 2:20

Notes Requirement: Win the race!



Humba Wumba is your contact for this Jiggy challenge. The shaman is in charge of an all-girl gamer group called the Hag Trolls. The group is holding an open invitational and there's one more slot for you if you want to compete in the race. The vehicle is LOG's choice, so instead of dropping behind the wheel of one of your personalized rides, you steer a computer chip on wheels.



The race runs three laps around the bottom floor of the Logbox 720. You must zip through a series of checkpoints strategically placed among the spinning discs and chips. The race field starts out crowded. You must break through the pack as soon as possible and put some distance between you and your rivals. You have no weapons to chip away at your opponent's vehicles, so instead nudge them out of the way as you get up to speed.

The spinning discs can throw you off your race line. The rotating floor can push you into a wall if you don't steer against the disc and correct course.



Walkthrough: Logbox 720



If the pack bunches up inside the chip field, watch out for being pushed into obstacles.

The course leads over the three small spinning discs. The Grabbed by the Ghoulies disc threatens to trip you up, so hit the gas and power over it as fast as you can so it doesn't spin you off-course.



Each lap of the race ends close to the starting position. Drive over the central chip of the Logbox 720 to pass through the checkpoint. Be mindful of the narrow edges of the chip so you don't topple off and lose time scrambling back up to the checkpoint. There are still two laps now, so keep the pedal down and watch out for those rotating discs as you strive to increase your lead over the pack.

CAUTION

If you haven't pulled into the lead by midway through the second lap, you are sure to miss the Trophy time, but you can still attain the Jiggy.

2. Dumb and Dimmer

Vehicle Choice: LOG

Host Level: 3

Trophy Time: 1:15

Jiggy Time: 3:00

Notes Requirement: Survive the challenge!



Bottles waves at you from the third floor of the Logbox 720. Locate the mole in the southeast corner. He's fretting over the amount of light inside the Logbox 720. He needs you

to fly around the inside of the console and dim three lights so his eyes aren't blown out of their sockets. If you can dim all three lights under the time limit, Bottles offers you a reward. LOG provides the vehicle for this event. It's a helicopter that lets you fly through the air and reach the lights without having to navigate the tangled ribbon cable highways.



When the challenge begins, immediately rise straight up and look to the west. The closest bulb is near the fourth floor on a narrow outcropping. Fly straight ahead and land on the strip with the bulb. There is a switch against the wall. Use your wrench on the switch to dim the first bulb.



Continue west from the first bulb and drop down to the circuit board sticking out on the second floor. There is a switch against the wall. Land the copter on the circuit board and jump out. Twist the switch with your wrench to dim the second bulb. Now, quickly hop back in your helicopter and take off to the northeast.

NOTE

Did you spot the green Jinjo next to the switch? Come back here after you finish the challenge to complete the green Jinjo's taxi job.

BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

BANJO-KAZOOIE NUTS & BOLTS



The third and final bulb is on the north wall of the console. The switch is right below it. There are a handful of Gruntbots bobbling around the switch, but you don't have time to engage them. Instead, just drop down next to the switch and rotate with your wrench to finish the challenge and collect your prize from bottles.

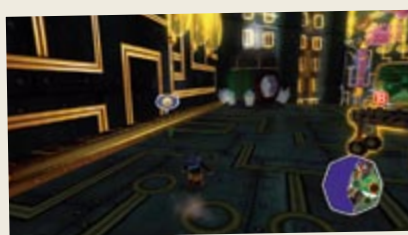
Jinjo Challenges

Orange Jinjo Combat



The orange Jinjo on the first floor wants to wrestle. When you accept the challenge, the Jinjo transforms into a big orange ball. You must push the Jinjo out of the large arena around the chips. If you create a pushing vehicle with 2 Small Engines or 1 Medium Engine, you can overpower the Jinjo and shove it out of the arena. Just make sure you have something with a forked front-end to "capture" the Jinjo ball so it cannot roll free. You must push the ball out of the arena within 60 seconds to earn the Jinjo Token.

Green Jinjo Taxi



The green Jinjo on level three is next to one of the bulbs you needed to dim for Bottles. The Jinjo wants a ride to the fan unit down on level 1 of the Logbox 720. You are given a

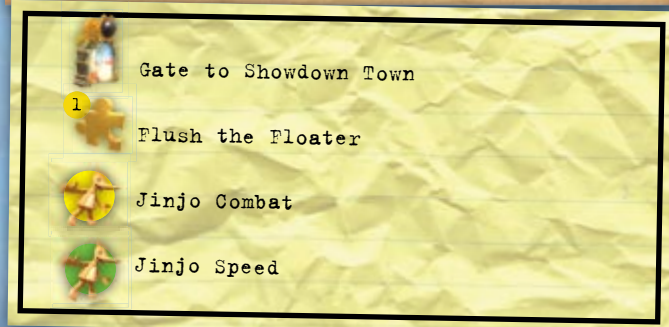
taxi from LOG to cart this Jinjo to its destination several stories straight down.



Bumping your Jinjo around just knocks it loose from the passenger seat, but in this mission, it's okay to shake this little fella up. When the timer starts, you have just 50 seconds to reach the fan unit, so take the shortcut—straight off the edge of the circuit board. When you hit the ground, the Jinjo bounces out. But it doesn't bounce too far away, so you can easily pick it back up. After the Jinjo re-boards the taxi, drive east to the fan unit. Motor up the ramp and take the Jinjo to its stop in the blue zone.

Act 3

Grunt the witch is your prime challenge in act 3 of Logbox 720. The nasty witch lurks at the top of the console, near the Glubber pool. Defeat Grunt and her kitty companion to earn the Floater upgrade for your trolley.



Walkthrough: Logbox 720

Jiggy Challenges

1. Flush the Floater

Vehicle Choice: Player

Host Level: 6

Trophy Time: 1:10

Jiggy Time: 1:50

Notes Requirement: Win the race!

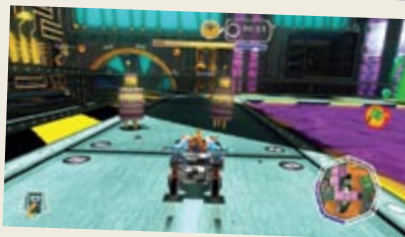


Grunty is waiting for you on the fifth floor of the Logbox 720, next to the pool of cooling fluid (Glubber) that circulates around the console interior. Grunty's pet kitty has been ordered to leave a, uh, surprise in the Glubber. To run Piddles off, you must defeat the witch in a quick race around the Glubber pool. If you best them in this contest, not only do you get a Jiggy (and a Trophy if you're fast enough), but you also earn the Floater upgrade for your trolley back in Showdown Town. With that upgrade, you can collect more Mumbo Crates and increase your component library.



This is a fast race around the pool. Grunty is in a boat in the Glubber, which means she has less distance to travel than you do on the edge of the pool. That means you need a faster vehicle, so report to Mumbo's Motors and fit one of your cars with a Medium Engine. Once you're ready, jump back into the Logbox 720 and start the race. You must lap the pool six times before Grunty to score your reward.

Dodge the transistors and other debris littering the field. Smashing into one of the obstacles can really trip you up and give Grunty a good lead.



CAUTION

Avoid the little green computer bugs scurrying around the pool. If you glance off one at top speed, you may slam into a wall.

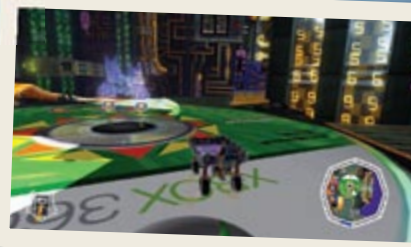


Stick to the inside of the track as much as possible to make up time since Grunty has a much shorter distance to travel than you do.

After you finish the race and return to Showdown Town, your trolley is fitted with the Floater upgrade. Now you can explore the town and find additional Mumbo Crates. However, if you missed the Trophy for this challenge, return to the event with Floaters. You can now drive through the Glubber yourself and eliminate Grunty's advantage.

Jinjo Challenges

Conveniently, the two Jinjos in act 3 of this videogame world are right next to each other up on level 3 of the Logbox 720. They both hang out right next to each other on the Viva Piñata disc.



Yellow Jinjo Combat



The yellow Jinjo on the fourth floor challenges you to push it out of the arena within 60 seconds. The arena is the spinning disc. Choose a vehicle with a decent engine and some means of "trapping" the

Jinjo ball so it cannot roll away as you push it across the boundary. If you have something with a Medium Engine, you can overpower the Jinjo ball.

Green Jinjo Speed



The green Jinjo on the fourth floor wants to see you break some speed limits. If you have a vehicle with a Medium Engine, you can easily roar past the speed marker on your speedometer and impress that Jinjo right out of its

valuable Jinjo Token. If you lack a fast enough rig, just use the gravity trick again. Hit the gas and drive right off the edge of the disc. As you fall to the floor, you'll cross the speed threshold needed to score the Jinjo Token.

BANDITO'S BACK

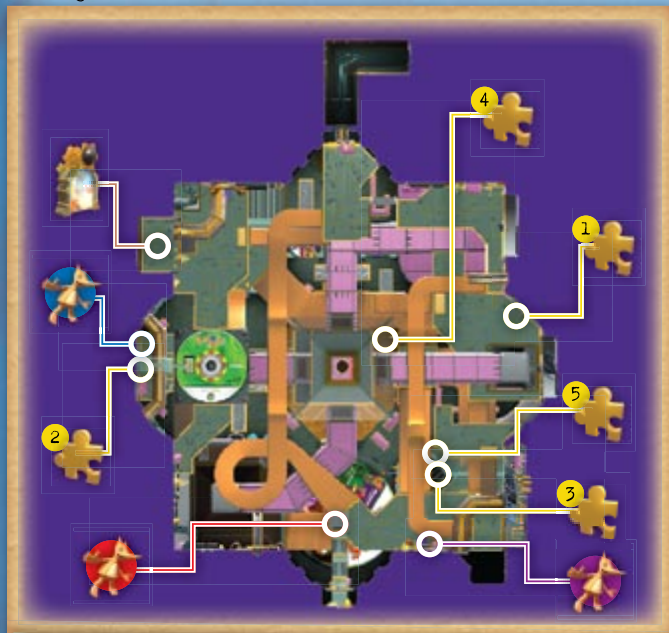
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

Act 4

Act 4 begins on the fourth floor of the Logbox 720, right next to the crayon-laden graphics chip. There are five Jiggy challenges in this act. Those Jiggies will look great in your bank, so set out right away to visit your friends around the console and take on their challenges.



	Gate to Showdown Town		You Little Squirt
	Chip Chop		Jinjo Race
	Make the Weight		Jinjo Taxi
	Red Bear Racing		Jinjo Hurl
	Grunge-a-Sponge		



Jiggy Challenges

1. Chip Chop

Vehicle Choice: Player

Host Level: 3

Trophy Time: 1:40

Jiggy Time: 3:20

Notes Time: 5:00



Jolly Dodger needs your help so report to the northwest corner of the third floor. The coder has received intel about a group of Gruntbots meaning to do harm to the Logbox 720. Jolly Dodger says

the Gruntbots mean to sabotage the three most important components of the console—the graphics chip, the audio chip, and the power supply. You must ward off a total of 10 Gruntbots to complete the challenge.

TIP

Use a plane to get around the Logbox 720 in this challenge—and attach an Egg Turret to the front so you can easily target the individual Gruntbots at each component.

NOTE

You really only need to stop at two of the three components in order to blast 10 Gruntbots before time's up.

There is a Mumbo box next to Jolly at the start of this challenge. You find a Medium Ammo inside. Bolt it to your vehicle so you have extra shots when targeting the Gruntbots.



Fly your plane to one of the components right away. The graphic chip on the second floor is close, so zip down there and land several feet away from the crayons. Now, hop out of the cockpit and get in the Egg Turret. Target the Gruntbots with your cross-hairs, hammering them with repeated shots until you see them glow red. (That means they are about to pop.)

Walkthrough: Logbox 720

After blasting five of the Gruntbots, get back in the cockpit and roar off to the next component.



Land far enough back so you can see a wide field on each side of the component. Jump into the Egg Turret again and pelt the incoming Gruntbots with eggs. The Gruntbots may turn their attentions to you after you blast one or two of them, but for the most part, they keep gnawing on the components despite you firing a volley of eggs. Keep hammering the Gruntbots with the Egg Turret and you'll score the necessary 10 hits well within the time limit for the Trophy.

2. Make the Weight

Vehicle Choice: Player

Host Level: 3

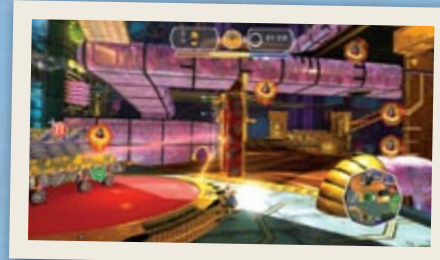
Trophy Time: 1:45

Jiggy Time: 3:15

Notes Requirement: Survive the challenge!



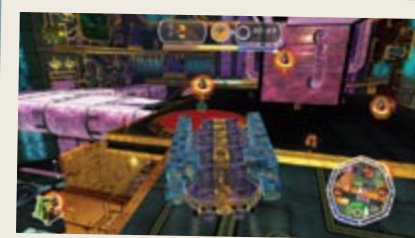
up the polygon boosters. The catch is that these five buttons are sticking. You need to drive over them with some serious weight to press the buttons all the way down and get those polygons flowing like honey. Mmmm... honey.



by jumping out, targeting the letter with your wrench and pressing **B**. While you attach the letter, the timer freezes. Now, adding the extra weight slows you down, so you have to be smart about driving. If you tip off a ribbon cable or circuit board unintentionally, you'll drop like a stone.

TIP

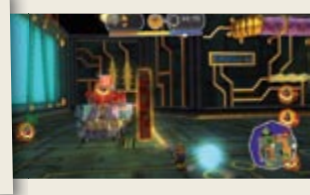
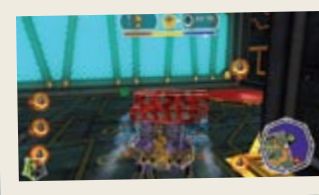
Circumvent all the fuss of attaching all of the metal letters to your vehicle by just making a hulking rig inside Mumbo's Motors. Start with one of Humba Wumba's tank blueprints and then load it down with heavy cubes. Watch the purple weight meter on the left as you apply brick after brick. When the meter is two-thirds full, you're in good shape. Now, just make sure you add a bunch of engine and fuel to this rig so you can push all that extra weight.



From the starting point, drive east to button 1. The red button is on the other side of a shallow ramp. Slow down on the button and watch it sink. When you see the little poofs of dust

shoot from the edge of the button, you know it's been adequately depressed.

Go ahead and place the metal letter next to the first switch on your tank.



Follow the ribbon cable to the southeast to locate button 2. It's tucked in the corner, but you can spot the red button sticking out from behind the wall from a distance. There are two more metal letters around the second switch. Because you still have a little time, jump out of your vehicle and bolt these extra weights to the roof of your ride.

BANDITO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

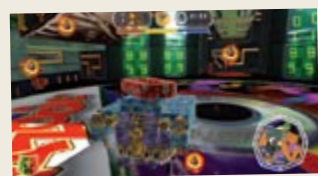
BANJO-KAZOOIE NUTS & BOLTS



The next button (3) is to the north, under the cascading Glubber. Drive your tank into the pool of Glubber and press the big red button. After seeing the dust, drive out of the Glubber and head down the cables to the west. These lead directly to button 4.



Bolt the metal letter next to button 4 to the roof of your tank and then drop down to the bottom floor of the Logbox 720.



Button 5 is just beyond the spinning Banjo-Kazooie disc to the south. Steer around the debris, bugs, and chips. Carefully steer across the spinning disc so you slide right on top of the final red button. This is the most stubborn of the five buttons, so you must have several letters bolted on to your vehicle. Come to a complete stop on top of this final button. If you still cannot press it down, hop out and bolt the metal "O" next to the button to your tank. This should be enough weight to drop the button and end the challenge.

3. Red Bear Racing

Vehicle Choice: Player

Host Level: 6

Trophy Time: 1:45

Jiggy Time: 2:10

Notes Requirement: Win the race!

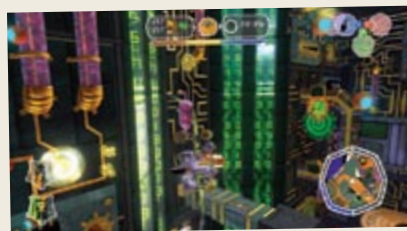


Humba Wumba waits for you at the Glubber pool on the top floor of the Logbox 720. It seems the Hag Trolls have another racing game to promote. This one's called Red Bear Racing and you've been

invited to give it a shot. You must race Humba through an aerial course around the Logbox 720. If you pass through all of the checkpoints and come in first place, Humba awards you a Jiggy. Make sure you choose a plane with good control and steering, or this race could get frustrating! And if you manage to stock your plane with enough extra engines to really burn up the skies, you can win a Trophy, too.

TIP

Because this is a relatively short race, unburden your plane by off-loading some fuel. The lost weight makes your plane even faster.



The course takes an immediate right turn as you dip below some cables and tubes.

When you spot the Viva Piñata disc, drop even lower to pass safely beneath a cooling fan and pass through the next checkpoint.



Dip below the yellow ribbon cables as the course turns toward the west.

Keep following the checkpoints around the outer edge of the box. The checkpoints lead back up to the top floor toward the Glubber pool.



The checkpoint right next to the Glubber pool marks the first lap in this race. Follow the exact course again to complete the second lap and finish the race.



Walkthrough: Logbox 720

TIP

If Humba keeps passing you, you need to either add more engines or place an Egg Gun or two on the front of your plane. If you cannot outrun her, you can outgun her. Pick her plane apart as she tries to pass you, sending her spiraling while she repairs her vehicle.

4. Gunge-a-Sponge

Vehicle Choice: Player

Host Level: 1

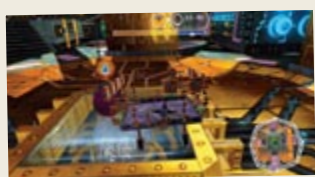
Trophy Time: 1:30

Jiggy Time: 3:00

Notes Requirement: Survive the challenge!



Drop down to the bottom floor of the Logbox 720 and visit Klungo next to the CPU. Klungo has a slight problem. He broke the Glubber sponge that keeps the CPU cooled and lubricated. If the CPU is not kept under a steady stream of Glubber, it will overheat and crash the console. You need to get the sponge up to the Glubber pool at the top of the console so the CPU can be kept at a cool, safe temperature.



This challenge isn't tough if you build the right kind of vehicle. You need to carry the sponge all the way to the top of the Logbox 720, so you need something that flies. The sponge is pretty big, so you need a large enough "cage" to hold the sponge while you fly. The solution, make a large cage out of light building blocks and then attach some propellers to the edge of the vehicle. Now, you can fly under the sponge and pick it off the chain.

Fly the sponge all the way to the top and just dump it into the pool of Glubber. It's as easy as landing the cage next to the pool and then lifting the sponge into the Glubber with your magic wrench. As soon as the sponge is saturated with Glubber, Klungo rewards you with a Jiggy. And if you managed to get that sponge up there in just 1:30 minutes, you earn a Trophy, too.



TIP

If you have a helicopter with the Sticky Ball gadget, you can grab the sponge off its chain and yard it up to the Glubber pool in under a minute. Just deploy the Sticky Ball and swing it into the sponge. The Sticky Ball yanks it off the chain as you fly upward. Just reel in the Sticky Ball above the Glubber pool and the sponge falls right into the purple juice.

5. You Little Squirt

Vehicle Choice: LOG

Host Level: 2

Trophy Time: 2:00

Jiggy Time: 3:30

Notes Requirement: Survive the challenge!



Mumbo calls you over to the speakers on the second floor of the Logbox 720 with an urgent problem. The Logbox 720 is heating up, thanks to some malfunctioning fans. You must cool those fans

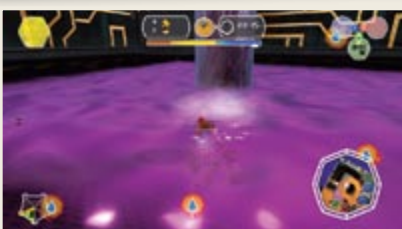
down to get them working again and return the console to a safe temperature. You need a vehicle with a full Liquid Squirter onboard—fortunately, that's exactly what LOG provides to complete this challenge successfully. You start with a full Liquid Squirter; for refills, you just need to fly the helicopter into a pool of Glubber (there is one on the top floor, the waterfall against the wall, and the small pool on the second floor) to fill the squirter. Then, fly to the four seized-up fans and hose them down with Glubber.

NOTE

You can repair three fans with each full tank of Glubber as long as you don't waste any.



To refill your tank, fly your chopper into the pool of Glubber in the southwest corner of the second floor.



Just drench the chopper. You need to submerge the tank on your vehicle to fill it with Glubber.

BANDIT'S BACK

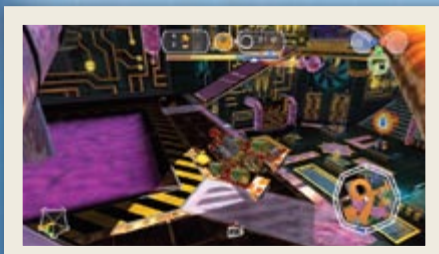
HOW TO PLAY

MUMBO'S GARAGE

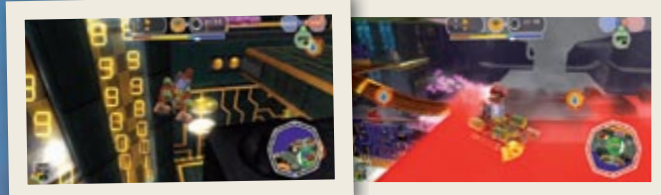
WALKTHROUGH:
Logbox 720



Use the fan icons on your map to zoom straight to the trouble spots. The closest fan to the pool is directly east. Just turn your chopper around and land on the ribbon cable behind the fan. Spread the Glubber over top of the fan casing to cool it off. When the fire goes out, the fan is fixed. (There is a drop icon on each broken fan, too. When the drop icon is full, you have sufficiently soaked the fan.) Next, take off to the northeast and target the fan on the first floor.



Return to the Glubber pool and refill your tank after saving the second fan.



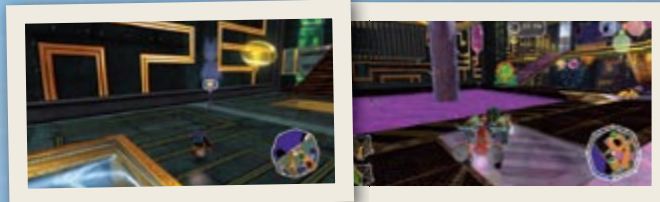
The next fan is above the Viva Piñata disc. Rise from the pool and fly toward the western wall. When you reach the fourth floor, look down to see the reddish fan. Land near the fan and drench it with Glubber to cool it down.

The fourth fan is above the three spinning Rare discs on the first floor. Head north and look for the spinning Grabbed by the Ghoulies platter. The fan is directly above the disc. Hover in front of the fan and empty the rest of your tank into the fan. This puts out the fire and restores the final fan to working condition. The temperature inside the Logbox 720 returns to normal and Mumbo happily hands over your reward.

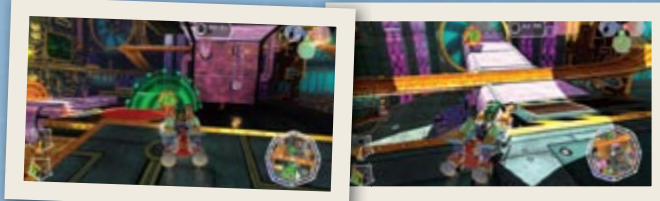


Tinjo Challenges

Purple Tinjo Race

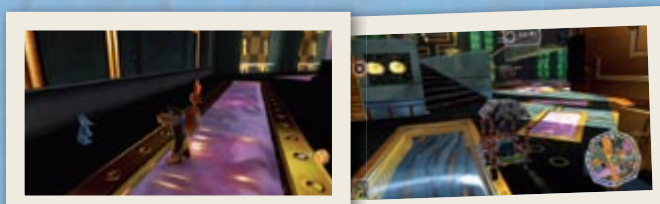


So, the purple Tinjo on the second floor wants to race? Pick a fast car with at least 2 Medium Engines and High-Grip Wheels to keep that Tinjo in your rearview mirror as you race through a short series of checkpoints. When the race starts, power around the Glubber pool on the second floor and then race toward the center



of the console.

Follow the checkpoints as they turn north and continue up the steep slope. At the top of the ramp, turn to the left when you see the crayons. Drive over the Viva Piñata disc and cross the center of the console again. The finish line is just on the other side of the console heart.



Blue Tinjo Taxi

The blue Tinjo is behind the Glubber tubes to the west of the chip field on the first floor. The Tinjo wants a ride up to the Glubber waterfall. It's not a long trip and you have 1:10 to get your fare to its destination. However, you cannot use air transport to get there. You are relegated to LOG's taxi, which means no need to ride the ribbons to reach the falls. Drive the Tinjo across the bottom floor to the ramp leading up to the speakers.

Walkthrough: Logbox 720

Act 5

The fifth Logbox 720 act is short, containing only two Jiggy challenges and two Jinjo Token opportunities, but Banjo needs that pair of Jiggies to close in on the 75 needed to force open the doors to Spiral Mountain and battle Grunty for control of his home.

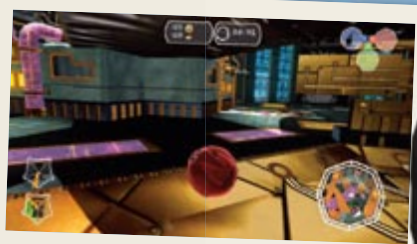


Follow the yellow ribbon cable to the left of the speakers and drive to the next floor up. Keep to the left as you reach the circuit board at the top of the cable. The waterfall is just across the next length of cable. Drive the Jinjo into the purple puddle below the falls to fulfill its wishes and pocket that token.

Red Jinjo Hurl



The red Jinjo is located in the center of the spinning Banjo-Kazooie disc on the first floor of the Logbox 720. The Jinjo wants you to bump it across the floor so it rolls more than 125 distance units. Because the Jinjo starts on the center of the spinning disc, you need to compensate so the Jinjo doesn't just slam into the wall as the platter turns.



Blast the Jinjo to the left or right of the golden circuit board to the north of the disc. With a good head of speed, you can bounce the Jinjo off the boards and roll it around the center of the console before it comes to a halt with at least 125 on the board.

Gate to Showdown Town

1

Unstable Hardware

2

System Update Required

Jinjo Race

Jinjo Combat

BANJO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

Jiggy Challenges

1. Unstable Hardware

Vehicle Choice: LOG

Host Level: 2

Trophy Time: 1:45

Jiggy Time: 3:00

Notes Requirement: Survive the challenge!



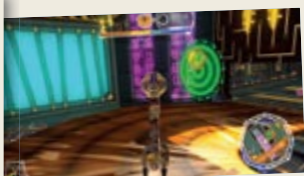
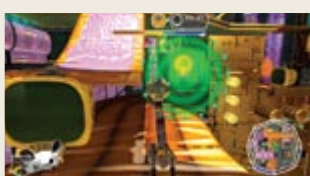
Humba Wumba needs your help down on the first floor of the console. It seems Klungo has broken the code for her next racing event and now the checkpoints have shifted 100 pixels

higher than their intended positions. She needs you to test the track in a special giraffe-shaped vehicle. If the course is still playable, she can release the game. While you're out there testing the course, she'll hang back and pose for fanboys in hopes they don't notice the buggy code.

The vehicle has an elevated cockpit so you can slide through the elevated checkpoints and they still register. However, having the driver's seat so high makes balancing the vehicle



tricky. If you take a corner too fast, you risk tipping. And with all that weight high on the vehicle's skinny "neck," it's tough to recover from slipping off one of the ribbon cables. Once the vehicle starts to go, you better restart the event if you hope to claim the Trophy.



Carefully drive the vehicle through the checkpoints, mindful of the slightly uneven ribbon cables and any hanging components that threaten to bang your ride off-course. Be especially cautious on turns because that's where you can easily lose control of the vehicle.



Be mindful of stuff sticking out of the walls. You can catch the cockpit on even the shallowest facades, like this monitor plate.

Those Bouncer Gruntbots are built to bounce you right off the road, so steer clear. Even a glancing touch is enough to push you over the ledge.

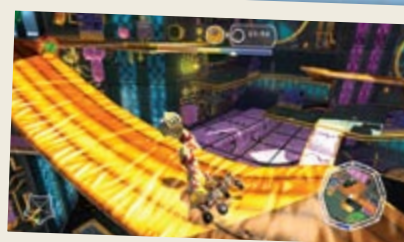


Keep the pedal down when you have to power-up the winding ribbon cables, but mind any sudden jerking. If you over-steer, you'll lose the vehicle off the side.



CAUTION

The spinning discs on the ground can essentially pull the rug out from under you. If you turn into the spinning motion too hard, you'll tip.

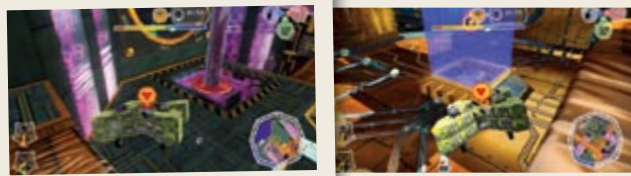


If you start to tip and cannot recover, steer so your vehicle falls flat on to the track in front of you instead of toppling over the side.



One last Bouncer Gruntbot waits to bounce you off the final platform. Steer wide to avoid the Gruntbot and rush into the finish line.

BANJO-KAZOOIE NUTS & BOLTS



Get back to the bottom floor as fast as you can. You can return to the elevator and ride it back down, but that X-shaped vehicle you have is a total tank. It can take a beating. Take the shortcut to the bottom floor of the console by driving off the edges of the levels, one at a time. As long as you don't accidentally launch the laptop out of the box, you'll be fine. Hurry and you might make it in time to bank a Trophy as well as the Jiggy.

Jinjo Challenges

Red Jinjo Race



Up on level four, a red Jinjo challenges you to a little race to the second level of the console. The Jinjo is capable of rolling pretty fast, so make sure you have some serious power in your vehicle. A Large Engine wouldn't hurt at this point.

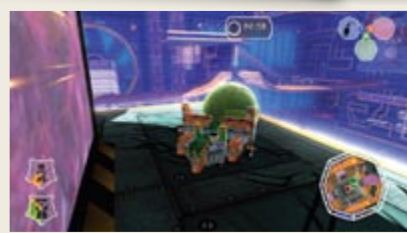
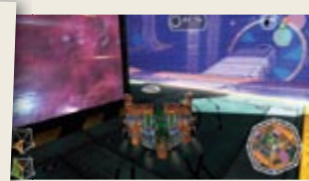


The Jinjo knows the course front to back, but it apparently doesn't know a prime shortcut that will put you in the lead. Follow the ribbon cable track until you see it looping down to the third floor. The Jinjo follows the track. Drive off the left side of the track and skip the loop entirely. You drop right in front of the next checkpoint, giving yourself a nice lead.



Follow the track as it slides down a Glubber-soaked ramp and drive through the finish line in the northwest corner of the floor, right above the Banjo-Kazooie disc.

Green Jinjo Combat



The green Jinjo is standing in the center of the console up on the fourth floor. This Jinjo is feeling restless and needs to let out a little energy. It challenges you to a

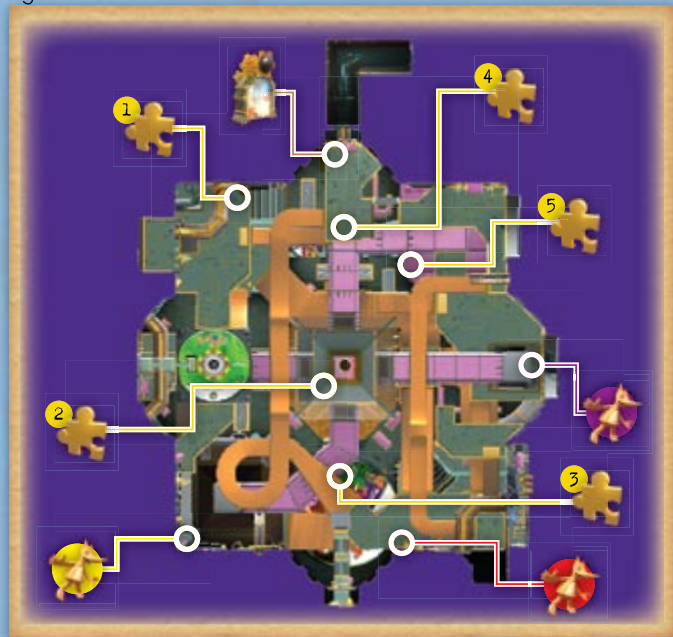
Combat match, so pick a bulldozer-like vehicle to shove the Jinjo off the ledge. Now, this arena is built around the central column. The Jinjo starts on the opposite side of the column out of sight. Pull forward at the start of the match and wait at the edge for the Jinjo to roll toward you. When the Jinjo comes barreling across the arena, catch it and instead of pushing back, swing to the right and just roll it right off the edge of the platform.



Walkthrough: Logbox 720

Act 6

After popping out of the gate on the northern wall of the Logbox 720, scour the console to collect any errant Notes and pick up challenges from your friends. There are five last Jiggies to grab in this videogame world, and to get them within the necessary time limits, you need to have at least 1 Large Engine to attach to your vehicles. Speed is key now as the time limits for these challenges tighten.



	Gate to Showdown Town		Critics Say No
	A Sight for Poor Eyes		Glubber Hubbub
	Lap Happy		Jinjo Hurl
	Bug Ridden		Jinjo Race
			Jinjo Fetch

Jiggy Challenges

1. A Sight for Poor Eyes

Vehicle Choice: LOG

Host Level: 4

Trophy Time: 1:45

Jiggy Time: 3:15

Notes Requirement: Complete the challenge!



Pikelet needs to check the security cameras around the console to make sure they are in full working condition. Since his employees seem to be AWOL, he needs you to give him a ride to all five

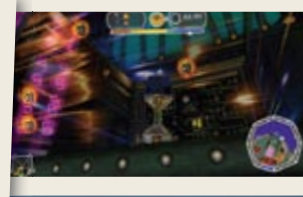
cameras placed around the Logbox 720. The cameras are so far apart that LOG gives you a flying contraption to hoist the heavysset Pikelet through the air. You only have a few minutes to get the job done.

TIP

There are a handful of freebie vehicle parts in boxes right next to Pikelet. Break open the boxes and bolt the extras on to the vehicle, including 2 Small Fuel Tanks and 2 Medium Fuel Tanks.



When the challenge begins, fly directly south and zero in on the camera sticking out of the ledge where you needed to dim a bulb in a previous mission. You just need to hover close enough to the camera for a second, giving Pikelet a chance to pull out his instant camera and snap a photo. As soon as you see the flash, Pikelet has his shot and you can move on to the next camera.



Fly due west from the first camera. The next camera is inside a clear box. The only opening is beneath the box, so fly directly to the fan in the wall and then rise straight up. Pause briefly in front of the camera so Pikelet can inspect it and then drop back out of the box. Now, turn around and aim for the center of the console.

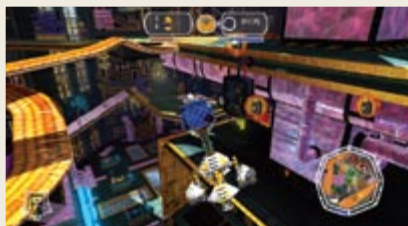
BANDITO'S BACK

HOW TO PLAY

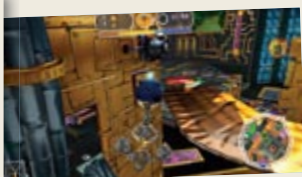
MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

BANJO-KAZOOIE HITS & BOLTS

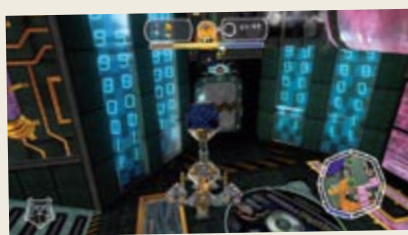


The third camera is on the southern edge of the central column.



Lower the vehicle to the bottom of the console. The fourth camera is directly above the CPU. It's bolted to the top of the golden circuit board, so hover close to the board and get close enough for Pikelet to take his personal photo.

The fifth and final camera is above the three spinning discs to the north. Fly over the discs and take a photo of the camera above the security door. After snapping this final picture, Pikelet applauds your work and rewards you with your Jiggy. If you managed to make the tour in under 1:45 minutes, you also earn a Trophy.



2. Lap Happy

Vehicle Choice: Player

Host Level: 1

Trophy Time: 1:35

Jiggy Time: 2:00

Notes Requirement: Win the race



Humba Wumba is celebrating her admission to a world racing championship over by the CPU. She needs you to help her train for the event, called Tedious Oval Racing 5. The race is indeed a small oval and you must rip around it several times to close in on the finish line. There are other racers on the track, which can make for some crowded situations in the corners. Make sure you use your fastest land vehicle for this race, and it wouldn't hurt to put some bumpers on it in case you collide with a rival car.

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The spinning Banjo disc threatens to throw you off course. Corner tightly here so you aren't slammed into the wall next to the checkpoint on the other side of the disc.



Don't be afraid to rub paint with the other cars. Try to nudge them off course and advance up the pack.

This is a frantic event. Because the course is so small and the corners tight, mistakes are amplified. If you bounce off a wall or clip a corner too narrowly, you'll bounce around while the other players roar ahead. Don't be too conservative out there on the track, but knowing when to let off the gas so you don't overshoot corners is a key to victory.



3. Bug Ridden

Vehicle Choice: Player

Host Level: 2

Trophy Time: 1:45

Jiggy Time: 3:15

Notes Requirement: Acquire 10 bugs!



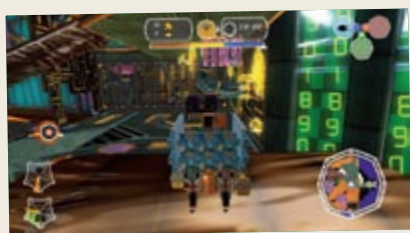
Jolly Dodger requires your assistance near the center of the console. It seems Grunty has been hacking away at the Logbox 720 and now some of the code has been infected with bugs. Jolly needs you to wipe out 10 of the bugs to stabilize the code. Fortunately, the Logbox 720 has a built-in bug zapper down on the first floor. All you need to do is activate the zapper and personally escort 10 bugs inside of it. But these little bugs are pretty wiggly, so you need something that can hold them down while you work the zapper.

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Walkthrough: Logbox 720

TIP

The bugs will easily escape something like the trolley, so you need to build a cage on wheels. We assembled a cage out of heavy panels so the bugs couldn't wriggle free. Now, collecting the bugs one at a time with the wrench is too slow to earn the Trophy, so you need something that can gather up the bugs without you leaving the driver's seat. The solution is the Vacuum gadget. Attach it to the cage, just like the coconut harvester LOG gave you back in Nutty Acres. Now you have a bug harvester, ready to suck up four or five bugs in a single trip. And, just for good measure, attach an Egg Gun to the front of the vehicle. There are Gruntbots afoot.



When the challenge begins, drive down to the bug zapper. The bugs are wriggling around the room, but your first target is the Bouncer Gruntbot. Shoot the Gruntbot with your Egg Gun until it pops. Then, hop out of the vehicle and use the wrench to activate the bug zapper. Once it's on, get back in the harvester and start picking up the bugs.



Now, drive through the bugs. Because they are so small and skinny, you can drive right on top of them. The vacuum picks them up and drops them right into the cage. Depending on the size of your cage, you can collect four or five bugs at a time.

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Next, drive the bugs over to the zapper. Ease the harvester inside the zapper and wait for the bolts of electricity to eliminate every bug in your cage. They are zapped one

at a time, so you have to hold on until the entire load has been disposed of. If you drive off too soon, you'll still have bugs in the back.

CAUTION

Watch out for at least one bug to make a break for it and run to the other side of the Logbox 720. Cut these bugs off before they get too far, or else you'll waste time trying to track them down. If you have to go all the way over to the CPU to suck up a bug, you'll miss the Trophy for sure.

4. Critics Say No

Vehicle Choice: Player

Host Level: 1

Trophy Time: 1:40

Jiggy Time: 3:20

Notes Requirement: Survive the challenge!



Designing a good game is tough work. Mumbo tried to take a shortcut by ordering a contraption out of a catalog that promises to instantly add good gameplay to any title, but the thing arrived

in three pieces. Mumbo needs your help collecting the three pieces and assembling them in the right order to infuse his new game with a healthy dose of fun.

TIP

This challenge is much easier if you craft a large cage on wheels so you can fetch all three components at once and not make multiple trips. Attach an Egg Gun to the front of the cage, too.

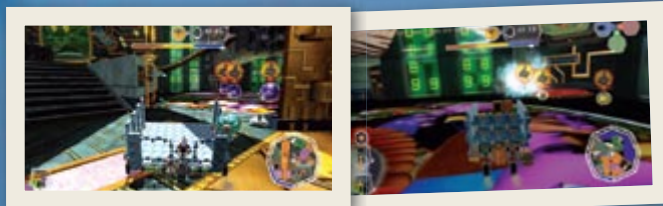
BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

BANJO-KAZOOIE NUTS & BOLTS



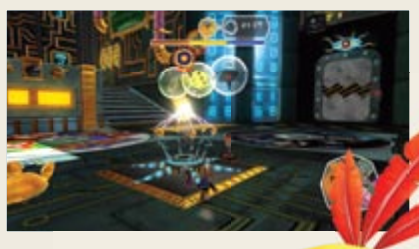
When the challenge starts, drive due south of Mumbo. The three components of the machine are rolling around the spinning disc inside plastic balls. If you don't have an Egg Gun, park your vehicle off to the side of the disc and get out. Break open the three plastic balls with your wrench to free the machine components inside. Otherwise, just shoot the balls from a distance to free the components.

NOTE The three components are smaller balls. The balls contain dice, cards, and a joystick.



You must combine three components in the correct order to solve Mumbo's problem. Once the pieces are all out of the balls, grab one with your wrench and then press **B**. The timer freezes and you can bolt the pieces together. The correct order of the three components from left to right is: cards, dice, joystick. Once you have the three parts bolted together, take them back to Mumbo.

Place the three pieces on top of the machine next to Mumbo. When the machine "grabs" the components, the challenge ends. The grateful shaman rewards you with a prize.



5. Glubber Hubbub

Vehicle Choice: Player

Host Level: 1

Trophy Time: 2:00

Jiggy Time: 3:45

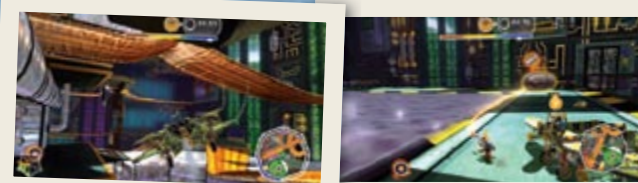
Notes Requirement: Survive the challenge!



Bottles is in a fix again. The Glubber that keeps the machine running cool has been tampered with—Gruntly's removed the grape-flavoring tablet from the mix. You need to

replace the missing tablet with a new one from Bottles and take it through the Glubber tubes to the chamber directly behind Bottles on the bottom floor.

TIP Have you been visiting Boggy's Gym? If not, report to Showdown Town now and max out Banjo's speed and stamina. You need the extra kick in your step and the ability to hold your breath to complete this mission quick enough to earn a Trophy.

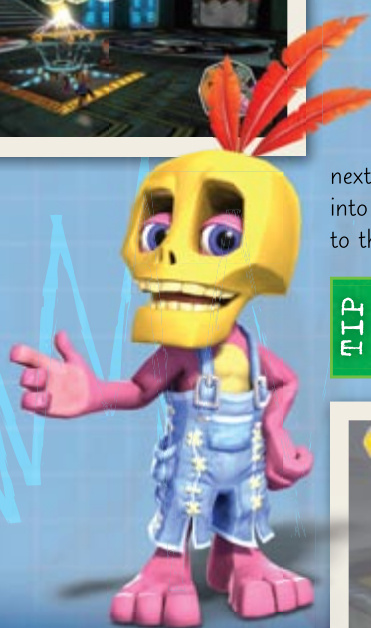


You must take the pellet to the Glubber pool at the very top of the console. From a hole in the bottom of the pool, you can swim through the tubes and reach the Glubber-flavoring machine on the console floor. Place the tablet in a flying machine and carry it up to the pool. Park your vehicle next to the pool and grab the pellet with your wrench. Now, dive into the pool and keep the right trigger held down so you hold on to the pellet while you swim.

TIP There are four sinkers that will help drag you to the bottom of the Glubber pool. They are in a Mumbo crate near the elevator.



The hole is in the center of the Glubber pool. Dive down quickly--you only have a limited amount of air.



Walkthrough: Logbox 720



Swim straight down a few stories and then follow the tube to the north.

The tube cuts to the right, funneling you directly above the flavor-enhancer.



Swim directly for the flavor machine as soon as you enter the large Glubber chamber. It's to the south of the hole in the ceiling of the chamber. (If you

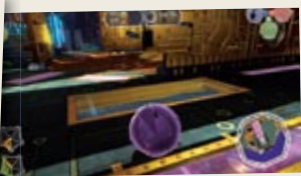
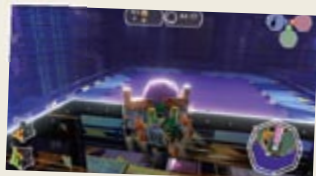
didn't boost Banjo's stamina, you'll be out of breath by now.) Swim directly into the machine to activate the flavoring and restore the Glubber to its original grape flavor.

NOTE

Here's an alternate idea: Create a vehicle with folding wings and a Scuba Seat. Fly to the top of the chamber and retract the wings at the edge of the pool. Now, drive in and fall straight down the tube. The only catch is that the pellet might float away as you fall through the tubes, so you may need to get out and reclaim it at the bottom of the tall shaft.

Jinjo Challenges

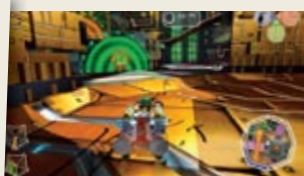
Purple Jinjo Hurl



The purple Jinjo above the sixth level at the very top of the console wants a good push. Fly to the top of the console and look for the Jinjo right above the Glubber pool. You need to push this Jinjo 300 distance units to earn its token. Now, the distance between the top of the console and the floor is only 200. To earn this token, you must push it off the side of the platform so it doesn't strike any of

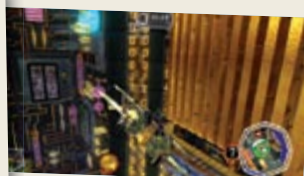
the ribbon cables on the way down. Each bounce slows it down. When it hits the ground, it will come to a stop too quickly.

Red Jinjo Race



There is a red Jinjo next to the spinning Banjo discs on the first floor that wants to race. The race track makes a giant loop around the bottom floor of the console, zipping up the ramps in the corner. Use a fast rig with a Large Engine to overwhelm the Jinjo and claim its precious token

Yellow Jinjo Fetch



The yellow Jinjo is hiding on the first floor behind the cables in the southeast corner of the console. After hopping the cables, talk to the Jinjo to accept its task. The Jinjo is missing its extra life. It needs you to fly up to the top of the console and grab the gilded extra life icon (which is shaped like Banjo) and bring it back down to the bottom of the Logbox 720. Use a flying vehicle to zoom up to the extra life, which is directly to the east of the Glubber pool.



After grabbing the extra life, take it back down to the Jinjo. Just toss it over the cables with the wrench to give it to the Jinjo and accept your token in return.

BANJO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Logbox 720

World 3: Banjoland

Entering Banjoland must be like a throbbing case of *déjà vu* for Banjo and Kazooie. LOG has recreated all of the memorable locations from previous bear and bird adventures and cobbled them together in a single world. There's Cloud Cuckooland! And Clanker's over there! (Wait, where's Loggo?) This museum of Banjo delights is curated by Bottles, who is determined to make sure the joint remains Tiptup—er, *tip-top*—in the event that the guest actually one day shows up and pays good money to see these 64-bit era relics. Surely there has to be somebody out there who wants to rest eyes on the visage of George Ice Cube, yes?

In Banjoland, Banjo and Kazooie must prove themselves in a series of challenges that range from playing a little soccer against the Gruntbots to rounding up some inflatable sheep before they drift away. It's crazy. It's silly. It's a regular afternoon at Banjoland.

Banjoland Collectibles

Total Jiggies	18
Total Jinjos	15
Total Notes	200 (85 bronze, 7 silver, 8 gold)

Banjoland Doors

Act	Required Jiggies
Act 1	6
Act 2	7
Act 3	15
Act 4	23
Act 5	24
Act 6	59

Act 1

The first visit to Banjoland deposits you directly in front of the park entrance. Right away, you can see a lot of the wonders that Bottles has collected. Take the time to stroll down memory lane—or fly down it with a helicopter—and collect Notes before diving into the Jiggy challenges.



Gate to Showdown Town	3	Park Prix 1
1 You'll Go Blind, You Clanker	Jinjo Speed	Jinjo Combat
2 Ice to See You		

Walkthrough: Banjoland

Jiggy Challenges

1. You'll Go Blind, You Clanker

Vehicle Choice: Player

Trophy Time: 1:10

Jiggy Time: 2:10

Notes Requirement: Save Clanker's eyes!



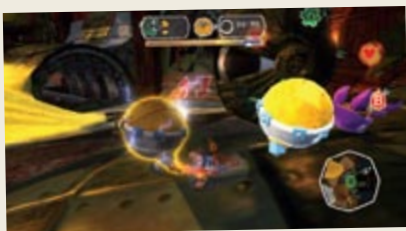
Captain Blubber waits for you at Clanker, the giant furnace to the west of the entrance to Banjoland. The old furnace is under siege by Gruntbots. Blubber needs you to repel the attack long enough for the Gruntbots to get the hint and leave the old furnace alone. To win the Jiggy, you need to eliminate 12 Gruntbots. If you can manage this job quickly, Blubber will even throw in a Trophy for your hard work.

TIP

There are two Small Ammos located in Mumbo crates next to Captain Blubber. Use these to keep your guns blazing!

NOTE

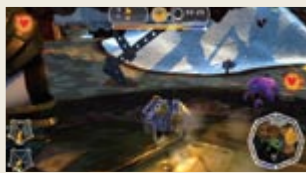
The Gruntbots are after Clanker's eyes. They are trying to pry them from the furnace's face. So stick around the eyes, as that's where you'll find the Gruntbots.



You can win the Jiggy easily enough by just standing between Clanker's two eyes and beating them back with the wrench. Just wait for the Gruntbots to come to you. The first batch attacks from the left (if you're facing away from Clanker) and storms the left eye. After smashing a few of those Gruntbots, another platoon of Gruntbot's robots arrives from the right and attempts to rip out the right eye. Just hammer away at the Gruntbots as they swarm the eyes.

TIP

Upgrading Banjo's strength at Boggy's Gym increases the ferocity of those wrench hits. The stronger Banjo is, the fewer times you have to smack a Gruntbot to destroy it.



If you want the Trophy, though, you need to get rid of those Gruntbots faster than beating them to pieces with a wrench. Create a tank in the garage and place the Egg Turret on the front of it. Now, you can park close to the eyes and then sit in the turret seat. Open fire on the Gruntbots as they roll in from the distance and then finish any off that manage to get close to Clanker.

TIP

Don't forget to add at least a Small Ammo to your tank. Without it, that Egg Turret is useless.

2. Ice to See You

Vehicle Choice: LOG

Trophy Time: 1:00

Jiggy Time: 2:45

Notes Requirement: George survives the challenge!



Eottles needs your help—and so does George Ice Cube. George has been sleep-sliding again and this time he accidentally finds himself in this blistering desert. If

you don't drive over there and return George to the snowman's hat, George will go the way of Frosty the Snowman.



At the start of the challenge, drive down the side of the snowman between the two blinking holiday trees. Follow the ramp down to George.

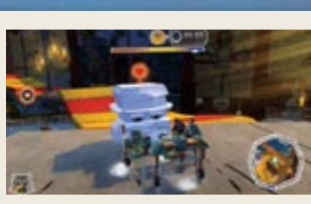
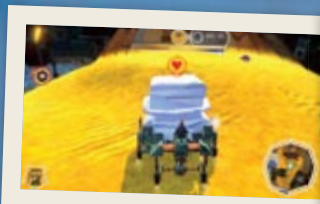
BANJO'S BACK

HOW TO PLAY

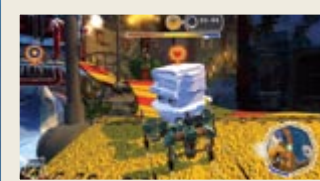
MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

BANJO-KAZOOIE NUTS & BOLTS



Capture George in the fork of your pushing vehicle and then direct him up the sand and on to the wooden ramp. Slow down just before you reach the top, because George slides on flat surfaces. The top of the ramp is flat and if there's too much momentum behind George, he will just slide right off the side of the platform.



Position your vehicle so you can push George up the scarf to the top of the snowman. Use the forks on the front of your pusher to direct George away from the edges of the scarf. You must be particularly mindful after the shallow bump in the scarf, lest George slide away from you. Hit the gas and turn away from the right edge to keep George from slip-slidin' away.



Push George into the center of the snowman to complete the mission and collect your prize.

3. Park Prix 1

Vehicle Choice: Player

Trophy Time: 1:50

Jiggy Time: 2:30

Notes Requirement: Successfully complete the challenge!

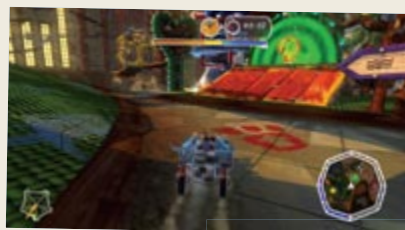


What's the first rule of Klungo's sssecret racing club? Don't talk about Klungo's sssecret racing club. The second rule, though, is to join up at the soccer field high above the remnants of Mad Monster Mansion and enter a fast vehicle with at least a Medium

and Small Engine onboard. Then, tear around the race course fast enough to beat Klungo's top time. If you hit all of the checkpoints within 2 minutes, Klungo will even give you a Trophy.

TIP

There are a few steep slopes and icy surfaces in this race—make sure you fit your car with High-Grip Wheels.



From the starting line, tear down the side of the hill and race over the wooden ramp near Mad Monster Mansion.

Follow the bear paws on the ground through the Banjo-Toolie crates and skirt along the side of the glacier.



Drive up the yellow ramp and then drop down to peel between Clanker's eyes.

Ollie up the wooden ramp to pass through the narrow checkpoint and then drive through the tunnel with the rotating saw blades.

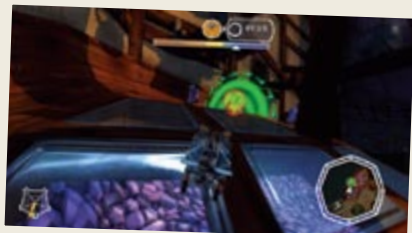


Follow the course as it bends back toward the ice. Slide up on the ice bank to slide through a high checkpoint.



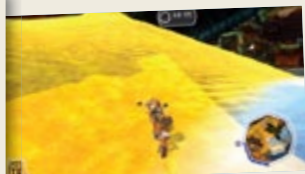
Walkthrough: Banjoland

The course then winds back toward the starting point. Drive over the crystals under the glass and then drop the pedal to climb the hill and return to Klungo.



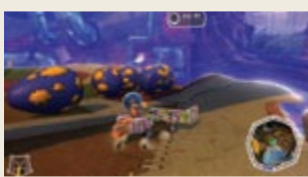
Jinjo Challenges

Orange Jinjo Speed



An orange Jinjo at the base of the pyramid wants to see bear and bird go fast—really fast. The Jinjo challenges you to pass a speed marker on your speedometer. A Medium Engine on a light vehicle is enough to hit the mark, but in the event you're somehow without the means of going that fast, you can always motor up to the snowman hat next to the pyramid and just drive off. Let gravity do the heavy lifting.

Blue Jinjo Combat



Visit the blue Jinjo in the giant nest to not only pick up another Jinjo Token, but also collect a series of Notes hidden amongst the eggs. This Jinjo wants you to try to push it out of the nest, so bring one of your pushing vehicles out of Mumbo's Motors and accept the challenge. The nest has a raised lip almost all the way around the edge, which makes it difficult to push the Jinjo out of the arena.

The nest is held up by a branch. There is a shallow lip where the branch and nest meet to the west, so shove the Jinjo over there to nudge it out of the arena.



Act 2

The second act of Banjoland begins at the snowman in the center of the museum. From here, it's a quick drop down to the first Jiggy challenge, a clean-up mission at the behest of Boggy. After cleaning things up, go see Mr. Fit at the soccer field and then tour the Jinjo perches to pick up some tokens to use at King Jingaling's Bingo Palace back in Showdown Town.



	Gate to Showdown Town		Jinjo Taxi
	Wasting Away		Jinjo Speed
	The Ref's an Aardvark		Jinjo Hurl



BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

Jiggy Challenges

1. Wasting Away

Vehicle Choice: Player

Trophy Time: 1:00

Jiggy Time: 2:30

Notes Requirement: Successfully complete the challenge!



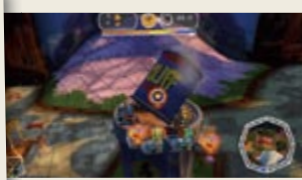
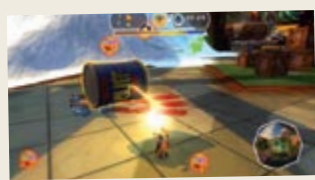
Big ol' Boggy was hired by Bottles to keep the place clean, but the polar bear is just too lazy to get the job done. If you help Boggy place three pieces of trash in the giant garbage can behind him, he will hand over a Jiggy as payment.

TIP

If you have the Sticky Ball, this challenge is a snap. Otherwise, go ahead and complete it to get the Jiggy and then come back with the Sticky Ball to earn the Trophy.

TIP

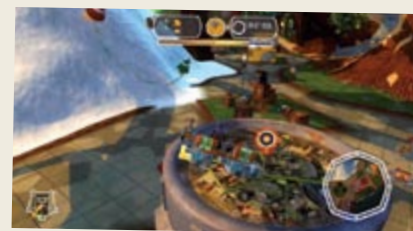
Use the available Humba Chopper 2, if you haven't already constructed your own awesome chopper!



To win the Jiggy, you must lift three giant pieces of trash into the tall can. Grab the trash one piece at a time with the wrench and then place it on top of a tray or in a cage. Hop behind the wheel of your flying machine and lift the trash into the air. You just need to carry the trash over the top of the can. When you hover close to the can, the trash is automatically pulled in.

NOTE

Did you catch the contents of that trash can? Very clever, Rare.



2. The Referee's an Aardvark

Vehicle Choice: Player

Trophy Score: 10

Jiggy Score: 4

Notes Score: 1

Mr. Fit is feeling cocky up at the soccer field. He thinks he holds the all-time record for goal scoring in Banjoland, but if you can best him at the game, he will give you a Jiggy. You just

need to move soccer balls from the dispenser at the north end of the field into the goal. However, Gruntbots try to run interference. You must outmaneuver the robots and dodge the rubber players on the field if you want a shot at the title. And the Trophy.



You need a vehicle that can push through the rubber players and get at least 4 balls to the goal within the time limit to earn the Jiggy. If you want that Trophy, you better build something that

can carry multiple balls at once, like a giant cage on wheels.

You must release the balls as soon as the challenge begins. Park your rig on the red button. A machine rises from the field and dispenses a ball. The longer you stay on the button, the more balls it releases.



Walkthrough: Banjoland

TIP

Just stay on the button until the machine is empty. You'll waste too much time always coming back to the button if you try this one-at-a-time.



Next, lift the balls into your cage. Fit as many as you can in there. (Our cage could hold three.) Now drive toward the goal at full speed. Dodge the rubber players so they don't slow you down. Your first run at the goal is pretty clear. The Gruntbots only appear when you close in on the goal itself. However, once the Gruntbots are in play, they remain on the field for the duration of the challenge.

Drive straight through the goal. The balls vanish as they are counted on the scoreboard. Just make a big loop back to the pile of balls on the field to pick up another load.



TIP

Place wedges on the front of your vehicle so you can trap balls and push them into the goal along with the ones you placed inside the cage.

TIP

If you build your cage vehicle out of heavy materials, the Gruntbots will bounce off it when they attack.



You only need 4 goals within 3 minutes to earn the Jiggy. If you want the Trophy, you need to truck 10 balls past the Gruntbots and dummy players. So build that giant cage on wheels and hit the field!



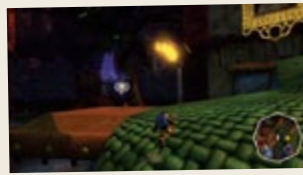
Jinjo Challenges

Purple Jinjo Taxi



The purple Jinjo is trapped in the glass case to the east of Boggy. Smash the glass with the wrench and then chat up the Jinjo. Bottles mistook it for an exhibit and placed it in that case. Now, it wants a ride back to the entrance of the museum so it can escape Bottles' craziness. LOG gives you access to a Taxi Helicopter to fly the Jinjo over to the entrance within 40 seconds. Just rise above the snowman and make a beeline for the front door. The Jinjo Token is as good as yours.

Red Jinjo Speed



There is a red Jinjo on top of one of the display cases next to Mr. Fit's soccer field. This Jinjo has a need—a need for speed. Indulge this Jinjo by selecting one of your fastest vehicles and then putting on a show. Drive up to the top of the field and then speed off. As you roar down the slope, you pass the required speed and bank the Jinjo Token.

Orange Jinjo Hurling



Drive to the west side of Banjoland to catch up with an orange Jinjo on the bridge overlooking the igloo. This Jinjo wants to be rolled at least 200 distance units. And since it's standing on a rounded bridge, you can certainly help it out without much effort. Accept the challenge and select a vehicle with a fast engine. Bounce the Jinjo to the south so it rolls down the bridge and then up the wooden ramps in the corner.



As the Jinjo rolls back down the ramp, it picks up additional speed and cruises across the 200 mark.

BANDITO'S BACK

HOW TO PLAY

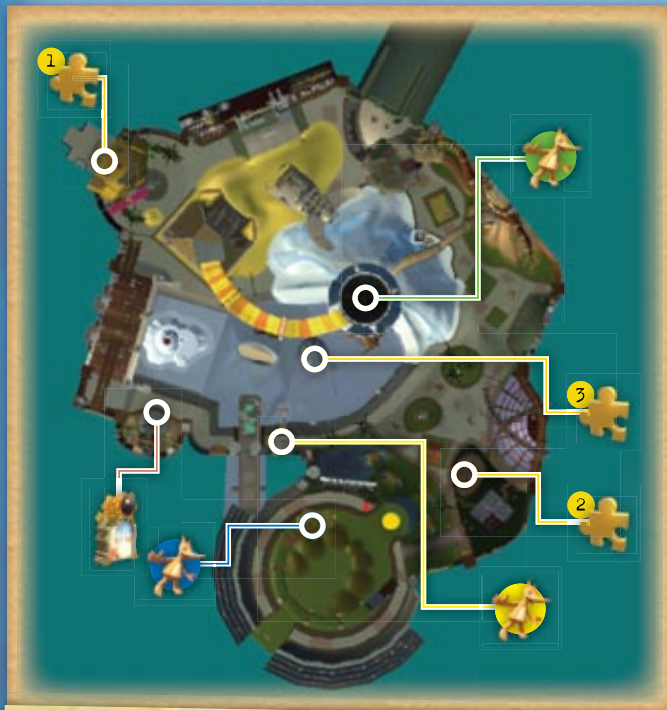
MUMBO'S GARAGE








WALKTHROUGH:
Banjoland

Act 3

What's that smell?

When you pop out of the gate, you're right next to the Loggo exhibit. (If you don't remember what Loggo is, it's a giant, talking toilet.) Rush from Loggo and go see your friends to accept Jiggy challenges all over Banjoland. You must win a water race, activate security cameras, and escort employees to the museum exit to win the three Jiggies in this act. All in a day's work, right?



 Gate to Showdown Town	 Water Way to Go
 1 Clock Off!	 Jinjo Race
 2 Get Protected	 Jinjo Combat
	 Jinjo Taxi



Jiggy Challenges

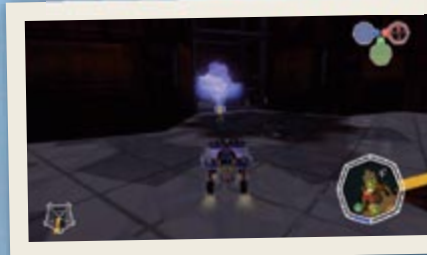
1. Clock Off!

Vehicle Choice: LOG

Trophy Time: 2:00

Jiggy Time: 3:30

Notes Requirement: Survive the challenge!



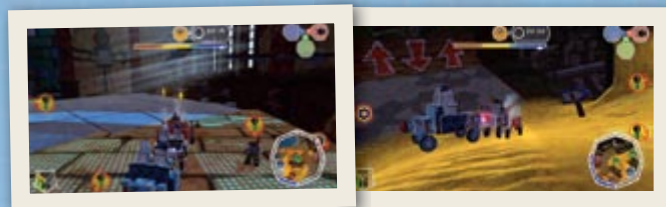
Bottles needs your help managing the museum—again. Apparently it's closing time and three of the employees are still on the job. Bottles cannot afford overtime like that. He needs you

to round up those missing employees and bring them to the exit so he can close up for the night. If you can get them to the exit in record time, Bottles will give you a Trophy in addition to the normal Jiggy award.

LOG gifts you a special taxi, called the Snake Train, with two cars to carry extra passengers. The cars are held together by special latches so they don't come apart, but if you take



a corner too quickly or speed near the edge of a platform, the cars can spin out of control and break away.



Drive up the wooden ramp on the pyramid to the south of Bottles. Captain Blubber is waiting on top of the pyramid for a ride. Slow down next to the portly pirate. Blubber jumps into one of the cars. Since he's so big, though, he takes up an entire seat just by himself.

Walkthrough: Banjoland

Return Blubber to Bottles before going out to grab the other 2 employees.



Next, drive east of Bottles to Clanker. Mumbo is waiting on top of the giant furnace. Slow down next to Mumbo and he jumps into one of the passenger seats.



2. Get Protected

Vehicle Choice: Player

Trophy Time: 1:30

Jiggy Time: 3:00

Notes Requirement: Survive the challenge!



Aw, is Mr. Fit afraid of the dark? The aardvark is supposed to watch the museum at night, but he's too scared to go out and turn on the security cameras. (He blames Klungo for not switching them on before he left for the evening.) There are five cameras in the network, but you only need to turn on three of them

NOTE

The security cameras are spread across Banjoland, so choose a flying machine to complete this challenge. We used a fast plane to dart from one camera to the next.



The closest camera from the starting point is on top of the metal head up by the soccer field. Take off and zip up to the field. Land on top of the head and then rotate the switch with the wrench. (There are Notes up here, but you should come back to get those after the challenge.)

TIP

There's a third train car near Boggy, on the snowman's head. Attach this to your vehicle for an alternate way to transport all three employees at once!



Ease your way down the side of the glacier. If you take it too steep, the cars will slide away from you and overturn.

One of the cameras is clear across Banjoland, nestled in the giant bird nest. The size of the nest gives you plenty of room to land and take off.



Drive the last two employees back to Bottles at the museum entrance to complete the challenge.



BANDY'S BACK

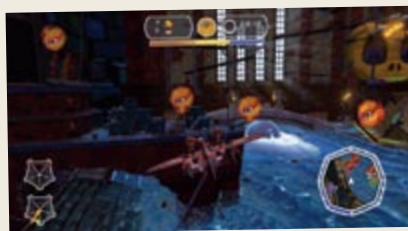
HOW TO PLAY

MUMBO'S GARAGE

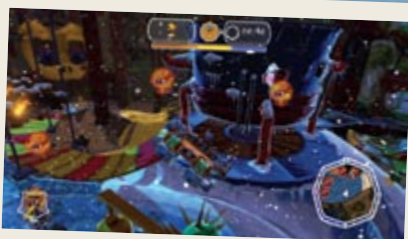
WALKTHROUGH:
Banjoland

BANJO-KAZOOIE NUTS & BOLTS

There's a camera on the SS Rustbucket, which is moored to the south of the frozen lake and igloo. It's difficult to land on the ship, but it's the second closest camera from the starting point of this challenge.



Land on the platform beneath the snowman hat to activate another security camera. There is ample room to take off and land here, too.



There is a security camera switch on the metal tunnel beneath the giant bear trap along the northern wall of the museum. The strip of metal

here makes it easy to land a plane or helicopter.



The toughest camera switch to reach is in the water next to the igloo. It's fairly close to the starting point, but you have to ditch your vehicle and jump into the drink to reach the switch. You are much better off by sticking to the land-based switches.

TIP

Hit the cameras on the tunnel, snowman, and nest to earn the Trophy. With clear areas around the switches, you can effortlessly land and take off again in one of your faster planes.

3. Water Way to Go

Vehicle Choice: Player

Trophy Time: 2:00

Jiggy Time: 2:30

Notes Requirement: Win the race



Klungo is holding one of his secret races over by the igloo. The race takes place in the water, so you need to build a fast boat or modify one of Humba Wumba's blueprints with an

upgraded engine. Your rivals in this race, Captain Blubber and Klungo, not only have fast rigs, but also lots of fuel. Take the hint. Since this race requires sustained speed for at least 2 minutes if you want the Trophy, you better load up with enough fuel to get across the finish line.

Race toward the pirate ship and then cross in front of the giant strength meter.



Follow the course around the sunken wooden turtle.

Drive through the wreckage of the SS Rustbucket.



CAUTION

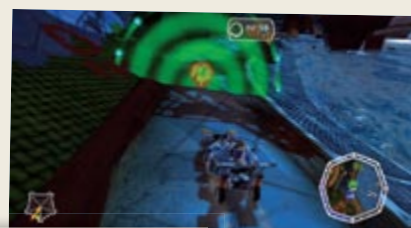
Swing wide through the hole in the ship. If you clip the jagged wreckage, you'll be tossed off course, giving Klungo and Blubber a chance to catch up.

Walkthrough: Banjoland



Make a hairpin turn behind the igloo.

Drop down to the narrow strip of land to the south of the pool.



That completes one lap of the race. You must finish three laps and come in first to claim the Jiggy. If you can rocket ahead of the pack near the beginning of the race and keep your lead while only spending approximately 35 seconds per lap, you can grab the Trophy, too.



Race through the wreckage of the ship.

Jinjo Challenges

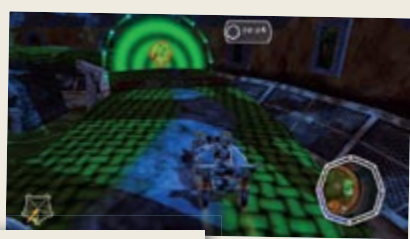
Blue Jinjo Race



The blue Jinjo on top of the metal head (look above the soccer field) wants to race you. The race is from the field to Loggo, so pick a fast car with good traction.

The Jinjo does not hesitate at the start of this race, so you need to be right off the blocks, too.

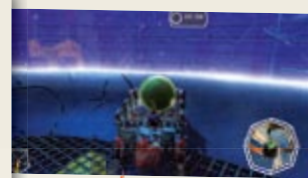
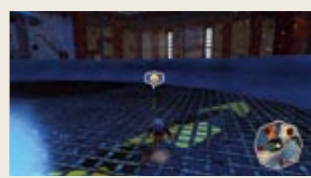
Race across the strip of turf over the soccer goal.



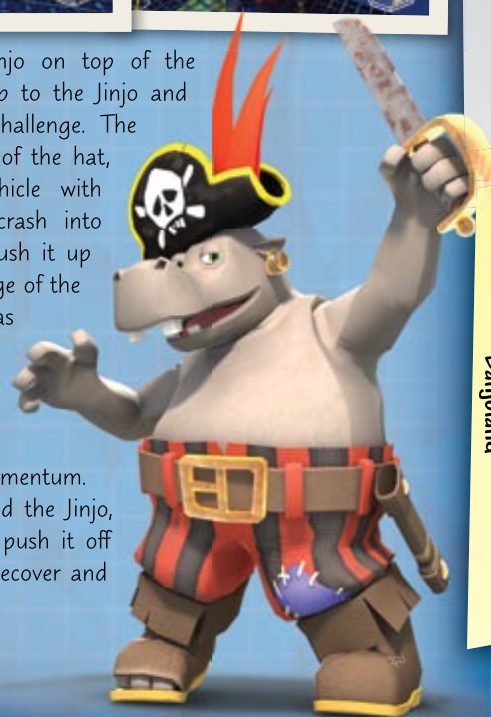
Roll down the ramp and follow the bear paws on the ground.



Green Jinjo Combat



There is a green Jinjo on top of the snowman hat. Zip up to the Jinjo and accept its combat challenge. The arena is the entirety of the hat, so you need a vehicle with enough oomph to crash into the Jinjo and then push it up over the lip at the edge of the hat. Catch the Jinjo as it rolls around the fan in the center of the hat and then swing it the opposite way to neutralize its momentum. Now, with you behind the Jinjo, drive up the lip and push it off before the Jinjo can recover and push back.



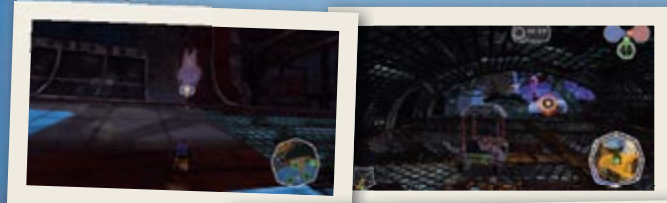
BANJO'S BACK

HOW TO PLAY

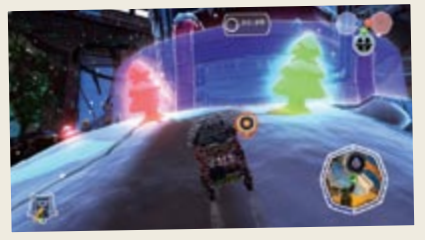
MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

Yellow Jinjo Taxi



The yellow Jinjo next to the Rustbucket wreckage needs a lift. Using the LOG-provided taxi, drive the Jinjo across the pool and up the inside of the old plane.



Use the wing of the plane as a ramp to avoid having to fight up the icy glacier, which this taxi is ill-equipped to handle. You must get the Jinjo to the blue area under the snowman hat within 45 seconds to earn its token.

Act 4

The lone Jiggy challenge in this act is a showdown with Grunty. The witch is waiting for you on the soccer field, eager to use her latest contraption against you. But if you can wreck Grunty's mechanical monster and send her packing from Banjoland, LOG will upgrade your trolley back in Showdown Town with the important spring component. Then you can bounce to new heights and find new Mumbo Crates and create a whole new fleet of vehicles.



Jiggy Challenges

1. Spring Break!

Vehicle Choice: Player

Trophy Time: 0:40

Jiggy Time: 3:30

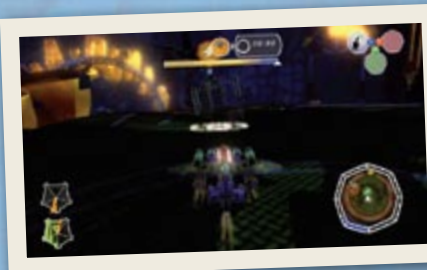
Notes Requirement: Defeat Grunty!

Grunty has broken into Bottles' museum with her brand-new jumping contraption. She threatens to wreck the place, but Kazooie points out that she probably should have gotten there earlier, since the place is kind of a mess already. Grunty dismisses the bird and hops into her vehicle anyway, ready to stomp the museum even further into ruin. To win the Jiggy for this challenge, you must somehow knock Grunty out of her seat. Once she's been separated from her vehicle, you win. Do it fast enough and Grunty will even begrudgingly hand over a Trophy as well as the Jiggy.



NOTE

Need some extra firepower? There's a Grenade Gun and a Small Ammo in Mumbo crates next to the stone pillars.



Grunty's vehicle has four legs. Each leg has a spring on the bottom of it, allowing the witch to bounce around. This makes it difficult to draw a bead on her, so you need to blast at least one of those legs off the vehicle. Once the vehicle tips over from missing a leg, you can then pepper Grunty's seat until the witch is forced free of her ride.

TIP

You need a weapon that can do a solid amount of damage, such as the Grenade Gun. Make sure you have ample Ammo to keep your weapon active, since you are likely going to miss with the first few shots as Grunty bounces around.

	Gate to Showdown Town
	Spring Break!
	Jinjo Race
	Jinjo Fetch

Walkthrough: Banjoland



Whether you use a plane, helicopter, or car, target Grunty's legs as soon as possible.



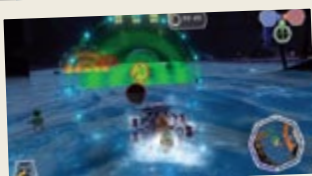
Now that Grunty's vehicle cannot bounce away, target her seat. Hammer her with your weapon, breaking the core of the vehicle wide open. Hit it with shot after shot. The leg pieces continue to fall away, leaving just the seat attached to the vehicle's small body. Keep firing as the vehicle lamely rolls around the ground, unable to move. Just two or three direct hits is enough to dislodge Grunty from the vehicle and score the Jiggy.

TIP

If you are struggling with getting the Trophy in this challenge, come back later after earning one of the more devastating weapons in the game, such as the Laser or Torpedile. Those weapons will shatter Grunty's vehicle within seconds.

Jinjo Challenges

Red Jinjo Race



The red Jinjo down by the pool is hankering for a race. And it's not even much of a race—it's a sprint through a series of close checkpoints on the water. To defeat the Jinjo in its own event, you need a fast boat. Put a pair of Medium Engines on a light watercraft because this Jinjo plays for keeps. As soon as the race begins, the Jinjo rockets ahead.

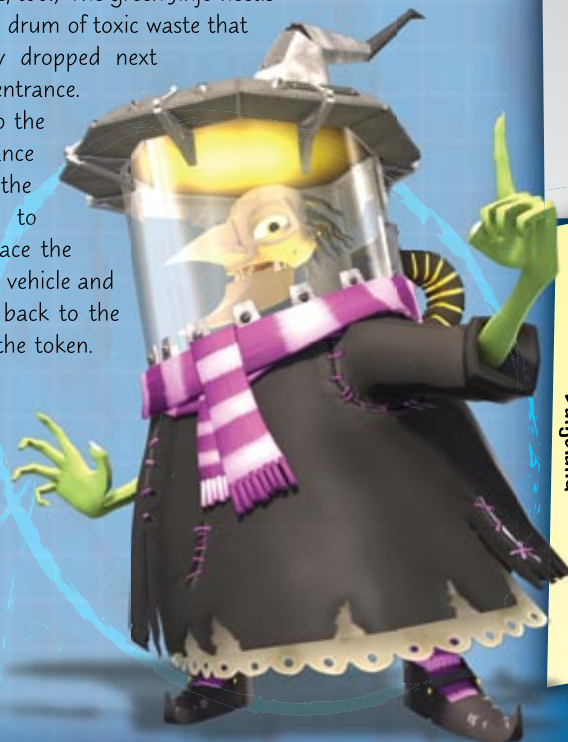


Cut the hairpin turn behind the igloo as close as you can. This is where you can get a leg up on the Jinjo. After the igloo, straighten your boat out and power through the next two checkpoints. The course makes another hard hairpin at the metal platform where the Jinjo waited for you. Whip through the corner and head around the track for one more lap.

Green Jinjo Fetch



There is a green Jinjo inside the igloo on the pool. (There are some Notes in there, too.) The green Jinjo needs you to fetch a drum of toxic waste that it accidentally dropped next to the park entrance. Rush north to the park entrance and grab the drum next to the statue. Place the drum on your vehicle and then bring it back to the Jinjo to earn the token.



BANDY'S BACK

HOW TO PLAY








MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

Act 5

The fifth act of Banjoland is your strangest visit yet, with racing camels and inflatable sheep. So drive down from the gate on top of the pyramid and seek out your friends for a series of challenges you'll never forget.



	Gate to Showdown Town		Checkpoint Charlies
	1 Land, Sea, Not Air		Jinjo Taxi
	2 Canned and Panned		Jinjo Speed
			Jinjo Fetch



Jiggy Challenges

1. Land, Sea, Not Air

Vehicle Choice: LOG

Trophy Time: 1:30

Jiggy Time: 2:00

Notes Requirement: Win the race!



Klunko has a new racing event for his secret speedsters club. This race uses special vehicles shaped like desert camels. But this mechanical camel is equipped with Floaters so it can drive across water and pass through aquatic checkpoints. You are up against a handful of friends, so expect some rubbin' while racin'. But if you can get an early lead, you are in good shape for the Jiggy.

TIP Just behind your start position, there's a Mumbo crate with a Medium Engine inside.

The race begins just outside the tunnel with the spinning sawblades. Keep to the left and avoid the blade. If you are clipped, the blade will overturn your camel.

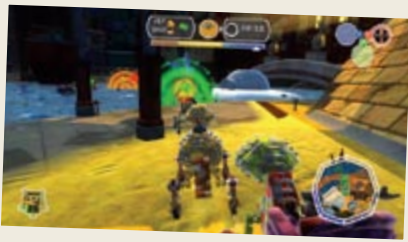


The race cuts to the right immediately outside the tunnel and backtracks up the sand dunes above the tunnel.



Walkthrough: Banjoland

From the sand, race down to the pool. Try to pass a rival on the decline when you can build up some extra speed. As soon as you hit the water, you lose some momentum.



2. Canned and Panned

Vehicle Choice: Player

Time Limit: 3:30

Trophy Requirement: Collect 10 sheep

Jiggy Requirement: Collect 4 sheep

Notes Requirement: Complete the challenge!



The course continues through the wreckage of the SS Rustbucket.



Bottles has another challenge for you, so meet him over by Loggo. Are you ready for this? A herd of inflatable sheep have broken free of the "Cut for Deadlines" room in Banjoland. You must recapture the

After the ship wreckage, make a left and turn back toward the pool. You must slide through the ice tunnel on the backside of the glacier.



sheep and drop them off at Loggo's bowl. Gather as many sheep as you can before time runs out! The more sheep you gather, the better your rank at the end of the challenge. You need a cage-like vehicle for rounding up multiple objects—you just don't have the time to fetch these sheep one-at-a-time.

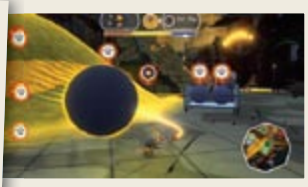


From the ice, the course crosses the pool again and ducks back through the SS Rustbucket wreck.



Use the same vehicle you built/modified for the soccer ball challenge with Mr. Fit. The sheep and soccer balls are roughly the same size.

Zoom over the bridge above the igloo. The far side of the bridge is another downhill slope, giving you a shot at gaining the necessary momentum to overtake another rival.



It's fastest to collect sheep that are grouped together, zero in on the trio of sheep not too far from Loggo. Race across the bridge that spans the pool. There are three sheep rolling around the entrance to the tunnel, right next to the sandy pyramid. Park your rolling cage close to the sheep and then hop out. Lasso the sheep with your wrench. Once you have three of them in your cage, retreat over the bridge.

Just drive the collected sheep right on top of Loggo. The toilet will do the doody. Uh, duty.

Now, race back out and pick up some more sheep! Use a larger vehicle if you want to carry more sheep at a time; be sure to place extra power on the rolling cage to compensate for the extra weight.



The race ends where it started, in the shadow of the pyramid and directly in front of the sawblade tunnel.



BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

3. Checkpoint Charlies

Vehicle Choice: LOG

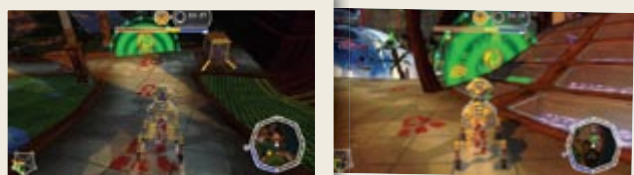
Trophy Time: 1:15

Jiggy Time: 2:15

Notes Requirement: Successfully complete the challenge!



Mr. Fit is back at work up on the soccer field. When you approach, he offers a racing challenge. Using a modified version of the camel vehicle from the previous act, you must pass through a series of checkpoints. But this is no ordinary race. Instead, you must pass through each checkpoint at a specific speed. If you fail the speed test, you fail to trigger the checkpoint. Think you have what it takes to push a camel to the limit?

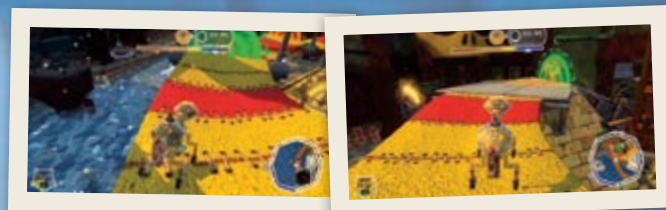


Maintaining your speed on this track is tricky. Mr. Fit has set up a course that requires some nimble steering to keep upright at top speed. Once you hit the gas and start racing down the first hill, you cannot let off. The course goes up a few inclines, too, and you cannot sacrifice any momentum to your brakes.

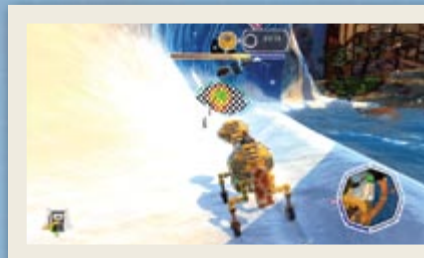
NOTE When you are at the required speed for the next checkpoint, the camel beeps at you. Good camel.



Watch your cornering. If you take a turn too tight, the camel--a top-heavy vehicle--will fall over.



The scarf on the far side of the snowman is slick under your tires. Because you have to maintain a top speed while tearing down the scarf, you cannot brake. If you brake, you risk dropping below the speed threshold just as you reach a checkpoint. You must keep up your speed because the bottom of the scarf rises, slowing you down just in time for another checkpoint.



The final checkpoint is on the ice. At top speed, it's hard to keep traction, so line up with the checkpoint as soon as possible. Trying

to straighten out on the ice in that camel is a recipe for disaster.

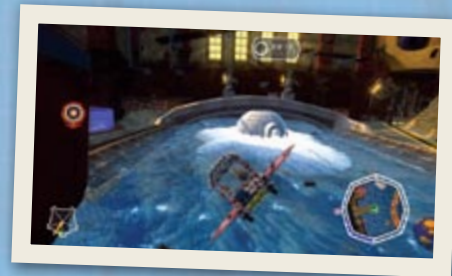
Tinjo Challenges

Blue Jinjo Taxi



The blue Jinjo on the soccer field really has to get to the bathroom. If you cannot get it to Loggo in 35 seconds, it's just going to burst. So get that Jinjo in the airplane taxi provided by LOG and fly out over the field. Watch out for the dummy players as you take off. Dip below the Banjoland sign in front of the field and then bank to the left to chart a course for Loggo.

Arc to the left as you pass the wreckage of the SS Rustbucket and drop the Jinjo off at Loggo.



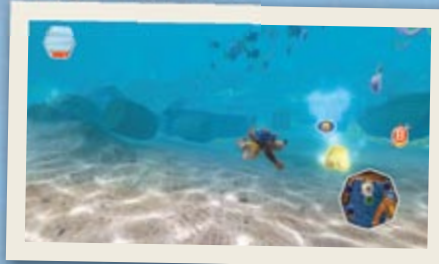
Walkthrough: Banjoland

Yellow Jinjo Speed



You need an airplane or helicopter to reach the yellow Jinjo on top of the snowman's hat. Once you land, though, the Jinjo just wants to see you drop back to the floor. If you cross the Jinjo's speed threshold, it will give you its Jinjo Token. From this height, that's not going to be a problem. Call up a fast car and drive it right off the hat. As you scream toward the ground, the Jinjo squeals in delight and gives up its token.

Orange Jinjo Fetch



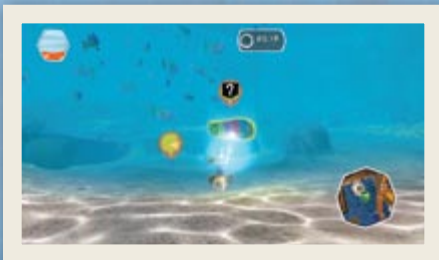
The orange Jinjo is not easy to find. It's hiding from you under the waves of the pool, so dive below the igloo and look for the tunnel entrance. Motor through the tunnel to locate an

orange Jinjo and a surprise cache of Notes. After collecting the Notes, chat up the Jinjo to learn about its challenge.



The little Jinjo has lost its toy Fergie (that's one of the stars of *Viva Piñata*). The Jinjo remembers having it over by the Click Clock Wood Tree last, so start looking there. Choose a helicopter from your garage and fly out of the water. When you burst out of the water, turn to the northeast. The Fergie doll is on top of the stump that's just beyond the bird nest. Land on the stump and snare the Fergie doll with your wrench. Place it in your vehicle and then head back toward the water.

Deliver the Fergie to the Jinjo back underwater to collect your Jinjo Token.



Act 6

The final act in Banjoland challenges you to win a race, pop an inflatable dinosaur, and push a sheep into the toilet. Really. But that's just par for the course in the wild lives of bear and bird, so get in there and bank those Jiggies. You're closing in on unlocking the door to Spiral Mountain!



	Gate to Showdown Town		Mumbo's Stunt Spectacular
	Home Improvements Igloo Edition		Mad Monster Mix-Up
	Even Older Dog, Newer Tricks		Baa for the Course
	Eggcellent Racing		Jinjo Hurl
			Jinjo Fetch

BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

Jiggy Challenges

1. Home Improvements Igloo Edition

Vehicle Choice: Player

Trophy Time: 1:00

Jiggy Time: 2:00

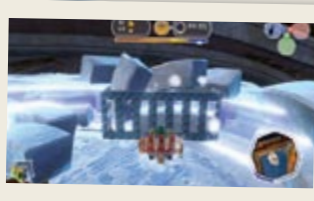
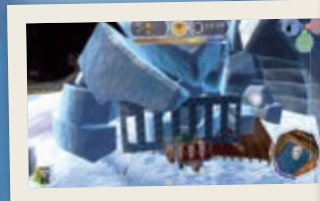
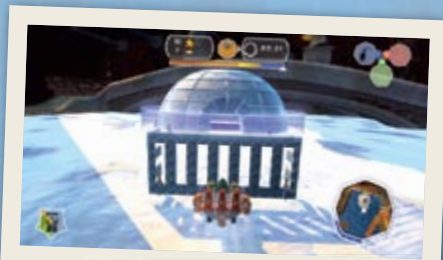
Notes Requirement: Successfully complete the challenge!



Meet Boggy over at the igloo and listen to his tale of woe. Boggy's wife wants him to knock down their igloo and build a brand-new one. You can assist with the fun part of the

job—demolition. You need to knock down the entire igloo and push the ice bricks away from the build site as quickly as possible. If you can prep the site in record time, Boggy will give you a Jiggy.

Modify one of your pushing vehicles so it has a massive bulldozer-like front. Put some wheels on the front for extra stability.



Slam into the igloo at full speed and send those ice blocks flying. The ceiling blocks crumble to the ground, leaving you with a pile of wreckage. Now, just use the cage-like front end of your pusher to shove the remainder of the ice blocks out of the cordoned-off area.



Sweep the area in a pattern, like mowing a lawn, to push the remainders out of the area and score your prize.

2. Even Older Dog, Newer Tricks

Vehicle Choice: Player

Trophy Time: 1:30

Jiggy Time: 3:00

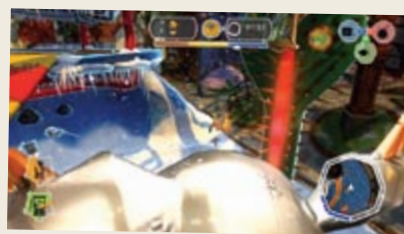
Notes Requirement: Successfully complete the challenge!



Captain Blubber waves you down over by the bridge next to Loggo. Blubber's heard an old sea tale of a patched-up monster that comes ashore to terrorize sailors. Patched-up? As in, Mr. Patch? Yep, Grunty has fixed up the inflatable dinosaur with a new mylar coating so it's tougher to pop. Kazooie points out that even with this new skin, Mr. Patch is still susceptible to pointy things. So find a way to push Mr. Patch into the giant cactus on the frozen lake.



There are two types of vehicles to build for this challenge. You can either assemble a helicopter with a Sticky Ball for dragging Mr. Patch into the cactus or create some kind of flying bulldozer to push the dinosaur into the spikes. Every time the dino connects with the spikes, though, it flies away from the cactus, so make sure you put some good engines or jets on your vehicle to cover the distance quickly.



With the Sticky Ball helicopter, just fly above Mr. Patch and snare him with the trap. Now, drag him into the cactus.

CAUTION

Hit Mr. Patch with the Sticky Ball on a smooth spot, like the belly. If you snare him around a hand or the plates on his back, the balloony boss can shift and bounce you around as its appendages hit the chopper. In a nice smooth spot, you don't have to worry about the dino shifting.

Walkthrough: Banjoland

If pushing Mr. Patch, line up the dino with the cactus before you drive into the balloon. Trying to alter course while pushing the boss is difficult and you risk having the dino just roll away from your vehicle.



The S-formation of checkpoints in the center of the ice is tricky. Weave through them by letting off the gas just as you turn toward a checkpoint and then accelerate to come out of the corner safely.



3. Eggcellent Racing

Vehicle Choice: LOG

Trophy Time: 2:05

Jiggy Time: 2:50

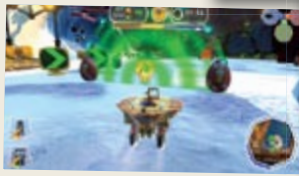
Notes Requirement: Win the race!



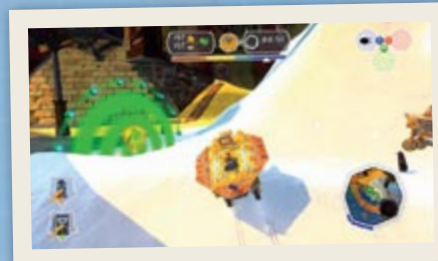
Klungo has a new race event for you over by the giant pyramid. You are given a special honeycomb-shaped car that doesn't exactly have the best handling, which is dangerous

for this challenge because not only does the race take place on the frozen pool, but the checkpoints are flanked by exploding eggs. If you glance off one of these eggs, it explodes and sends your vehicle bouncing away while Klungo races into the lead. When the eggs are cracked open, Gruntbots emerge and attack any vehicle nearby.

At least the car has an Egg Gun on the front of it so you can shoot Klungo whenever he creeps into the lead.



The race largely stays on the ice. When you approach a checkpoint, stay as close to the center as possible to avoid accidentally bumping into one of the eggs. Try to avoid using the brakes whenever possible, because the moment you apply the brakes, you lose your traction on the ice and momentum takes over. You risk tipping your vehicle right into one of the eggs. When the eggs are cracked open, Gruntbots emerge and attack any nearby vehicle.



You must jump the snow bank here to reach the checkpoint that marks the end of the first lap. Aim for the low point of the snow bank.



On your second lap, Gruntbots try to overturn your vehicle. Look out for the Bouncer Gruntbots that pop out of the eggs if shot with your Egg Gun, or the Gruntbots lurking under the bridge behind the igloo. This is a three-lap race and Klungo really turns up the heat as you enter the final stretch of the challenge. If he ever pulls ahead, just keep on the Egg Gun so he cannot ever get a big lead on you. Blast him as he roars ahead, rolling him into the eggs.



BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

BANJO-KAZOOIE NUTS & BOLTS

4. Mumbo's Stunt Spectacular

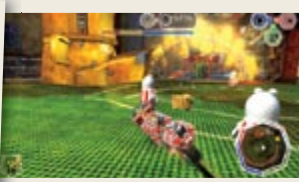
Vehicle Choice: LOG

Trophy Time: 2:45

Jiggy Time: 4:00

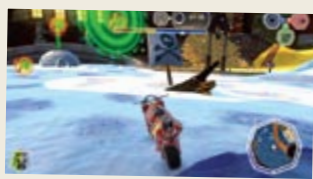
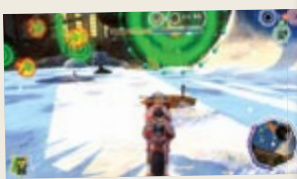
Notes Requirement: Successfully complete the challenge!

Mumbo has an idea for drawing big crowds to Bottles' sleepy museum: A motorbike stunt show! All you need to do is drive the rig provided by LOG, Mumbo will walk you through the course and tell you exactly what needs to be done and when to do it. If you can finish all of Mumbo's events before time's up, you win a Jiggy. And if you can really race through that motoring madness, Mumbo will award you with a shiny Trophy.



The first stunt is to leave some tire marks in Mr. Fit's soccer field. Drive up the hill to the soccer field and drive in circles to lay down some rubber. The dummy players wobble in the way, but just weave around them if necessary.

Next, bounce into the air and perform a somersault. Hold \otimes while pushing the left control stick forward to flip the vehicle while flying. Just make sure you land right-side-up.

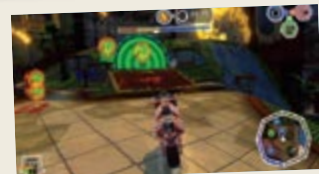
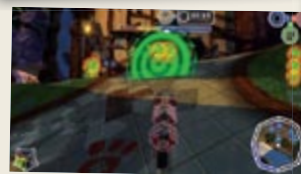


Drive down to the frozen pool and steer through the checkpoints. You can tackle them in any order. You must use the spring to bounce up into the checkpoints. Spin your vehicle as it comes back to the ground. If you keep holding the gas, your cycle will tear off

in the direction it's facing when you land. You can shave off several seconds of your track time by doing this.



Now Mumbo wants to see a roll. Jump into the air again and hold \otimes while pushing the left control stick either left or right.



Drive back to the Mad Monster Mansion to roll through another series of checkpoints. These checkpoints are on the ground, but require some deft driving to reach without incident, such as roaring over the book or speeding between the gravestones.



Don't miss the checkpoint on top of the crystals.



The grand finale stunt is to get as much air as possible in front of the crowd. You need to make a pretty spectacular jump to hang in the air for about five seconds. Jump off the book at the edge of the slope overlooking the frozen pool. As you soar through the air, pull off some bonus somersaults. Just before you land, Mumbo will congratulate you on the show and give you your prize.



Walkthrough: Banjoland

5. Mad Monster Mix-Up

Vehicle Choice: Player

Trophy Time: 2:00

Jiggy Time: 3:10

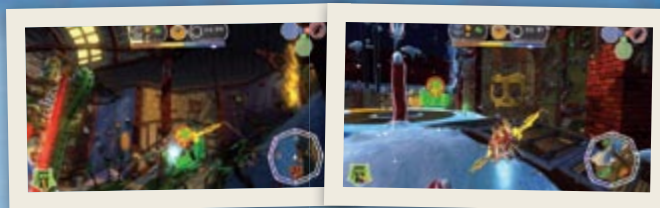
Notes Requirement: Win the race!

Bottles is waiting over by the Mad Monster Mansion set. The mole had ordered a bunch of building pieces for you to assemble at the site, but since those were too big to get there

in time, you'll just have to settle for an air race with Bottles. Pick a fast air vehicle—a plane is preferable—and then get ready to zoom with Bottles, Mr. Fit, and Mumbo.

TIP

You need to place at least a Large Engine on your aircraft to keep up in this race. If you have any jets, you'll be in excellent shape to overtake the pack and keep the lead.

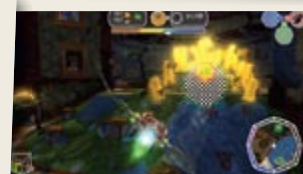
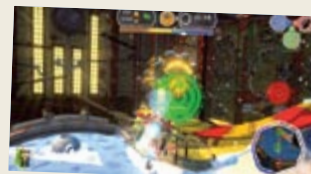


The course rises again as you turn toward Cloud Cuckooland. Bank into the checkpoints leading to the crystals and then straighten out as you approach the snowman. Squeeze through the space between the snowman platform and the hat to pass through another checkpoint. Then follow the scarf north.



Fly low to pass through the sawblade tunnel.

The course crosses south again, back toward the crystals.



Immediately take off from the starting line and race through the first three checkpoints leading south from the soccer field and toward the bear trap on the opposite wall. Bank left to rush through the checkpoint next to the bear trap. Follow the wall to the south and pass over the igloo.

Dip low and scream through the ship wreckage to nail another checkpoint.

Fly around the tall cactus and then follow the scarf again as it turns north. Make a long right, banking through the next series of checkpoints until you face the soccer field again. Fly back through the space between the snowman and the hat and close in on the finish line right by the Banjoland sign next to the soccer field.



BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Banjoland

6. Baa for the Course

Vehicle Choice: Player

Trophy Score: 3

Jiggy Score: 5

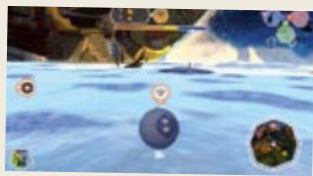
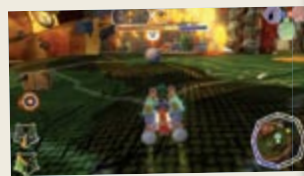
Notes Requirement: Survive the challenge!



Mr. Fit looks surprisingly excited over at his soccer field. It seems that one of those inflatable sheep has rolled on to the field, giving Mr. Fit the unique opportunity to play a

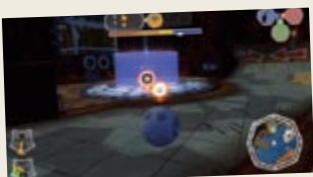
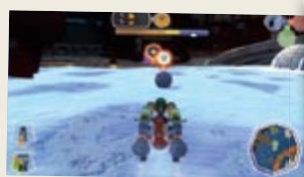
round of sheep golf. Fit asks you to join him for a game. If you can get the sheep to Loggo in just 3 "strokes," you win a Trophy. For a Jiggy, he's a little more forgiving.

TIP Pick a fast car and place some bumpers on the front of it to give your golf strokes a little extra bounce.



First shot: Speed at the sheep and bounce it to the north so it flies off the soccer field and rolls well across the ice below.

Second shot: Next, blast the sheep to the west. Loggo is on the far side of the wrecked ship. You want the sheep to get as close at possible to Loggo since there is a lip on the ground in front of him and a straight shot at Loggo minimizes the chances of the lip bouncing the sheep off-course.



Third shot: Retreat from the sheep and drop the pedal. Hit the sheep going as fast as possible. Roll the sheep across the remainder of the ice and directly at Loggo. If you are coming at it from an

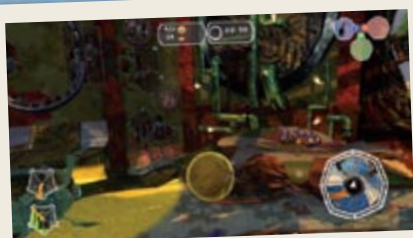
angle, try to correct it by banking the shot slightly in the opposite direction of the lip. The sheep just needs to touch the blue area above Loggo to count.

Jinjo Challenges

Yellow Jinjo Hurl



The yellow Jinjo at the snowman's hat wants a good shove. If you push the Jinjo more than 450 distance units, it will give you its Jinjo Token. However, with all of the stuff on the floor of Banjoland, getting the momentum to roll that far without bouncing off something is tough. So, pick a car with a huge engine and then head back up the edge of the snowman.



Bounce the Jinjo directly north. You can roll the ball down the side of the glacier, off the sand dunes, and even into the wooden ramp on the far wall. This is one area of the museum without many

floor exhibits, so you should have a clean run to roll for the 450.

Purple Jinjo Fetch

The purple Jinjo in Cloud Cuckooland is missing its good friend Mr. Ribs. The last time the Jinjo saw Mr. Ribs, it was over by the toilet. Hey, that's Loggo! Pick a vehicle that



can fly and carry an object (a chopper with the Sticky Ball works exceptionally well here) and then fly west.



Mr. Ribs is indeed on top of Loggo. Hover over Loggo and deploy the Sticky Ball. Pick up Mr. Ribs from the toilet tank and fly him back to the Jinjo. Just swing Mr. Ribs down to the

Jinjo to end the challenge and collect the purple Jinjo Token. Take it to King Jingaling and see what prize you can bank with it.

Walkthrough: The Jiggosseum

World 4: The Jiggosseum

Welcome to the Jiggosseum, a massive sports complex where tens of thousands gather to cheer and jeer the finest collection of athletes ever seen in a videogame. Mr. Fit, Captain Blubber, Trophy Thomas, and more have suited up for the games, a collection of events that range from racing to wrestling. The coliseum is so large that contestants need to build fast cars and flying machines to get from one end to the other in time to qualify for each challenge. The prizes are nothing less than golden—Jiggies! And the greatest contenders, those that reach deep and pull out spectacular wins that bring the crowd to its feet, will take home cherished Trophies.

Be sure to explore the entirety of the massive stadium between challenges. There are so many Notes tucked up on the rafters that crisscross the arena. Peek around the torch that signals the start of the games. And delve into the tunnels that lead under the bleachers and to the Jiggosseum's sprawling concession area. Pizza, burgers, and Notes are all down there, ready for consumption. So, what are you waiting for? Pull up to the starting line in your flashiest rides and get ready to throw elbows on the way to victory.

The Jiggosseum Collectibles

Total Jiggies	16
Total Jinjos	15
Total Notes	200 (85 bronze, 7 silver, 8 gold)

The Jiggosseum Doors

Act	Required Jiggies
Act 1	12
Act 2	16
Act 3	27
Act 4	38
Act 5	57
Act 6	83

Act 1

You arrive in the Jiggosseum on the main floor. From here, the complex is absolutely daunting. But over the six acts, you will wow the crowds with your superior driving skills (and vehicle craftsmanship), so get out there and start accepting the challenges. Just make sure you have at least one solid flying vehicle in your stable for this act, because you need to fly high to reach the two Jinjos.



	Gate to Showdown Town		Fat Blokes in Nappies
	Unhappy Landings		Jinjo Taxi
			Jinjo Red

Jiggy Challenges

1. Unhappy Landings

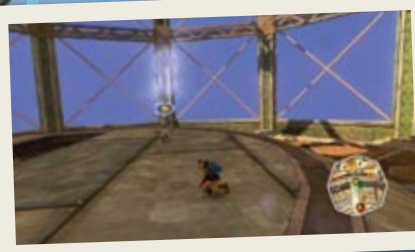
Vehicle Choice: Player

Trophy Score: 500

Jiggy Score: 250

Notes Score: 1

Mr. Fit is stretching at the top of the ski jump, getting ready for his big event. This is a long-jump challenge. You must race down the ramp as fast as possible, but as soon as you leave the ramp, you lose control of the vehicle. From there on, it's all about momentum. You need to fly, bounce, or roll at least 250 distance units to score the Jiggy for this challenge. So get something out of the garage that's heavy enough to get going long after you cannot use the accelerator.



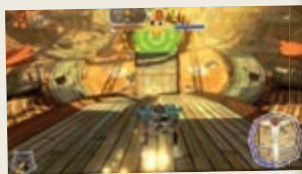
BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

BANJO-KAZOOIE NUTS & BOLTS



If you're just going for the Jiggy, a fast car is good enough. Roar down the ramp at top speed. Once you leave the ramp, gravity will pull your vehicle down. If you land on the front end of the car, you bounce around and increase your distance. To get the Trophy, though, you need to come back to this event with faster engines or even some jets. Load up your vehicle with enough horsepower to rocket to the moon, place a few bumpers on the front of your car for extra bounce, and then put the pedal down.

2. Fat Blokes in Nappies

Vehicle Choice: Player

Trophy Time: 1:20

Jiggy Time: 2:30

Notes Requirement: Successfully complete the challenge!



Pikelet waves you down on the main floor of the Jiggosseum. He's standing next to the two soccer balls. Pikelet's idea of a sporting event is a display of macho power. The pig has

placed 13 wooden gladiators on the raised dartboard behind him. You must push all of those statues out of the arena within the time limit to qualify for the Jiggy. If you want the Trophy, though, you better build a good pushing vehicle with enough power to shove the blocky buffoons without breaking a sweat.

TIP

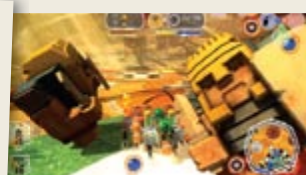
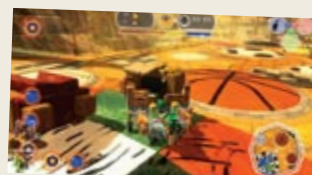
When constructing your pusher, make sure the dozer on the front of the vehicle is as wide as one of the gladiators. Seven spaces across is enough to cover the job.



TIP

Place a strong weapon, like a Grenade Gun, on the front of your pusher so you can blast the stacks of gladiators.

Race into the arena and start launching projectiles into the piles. If you just plow into the tall stacks of blocks, they tumble down on top of you and create a big mess in the middle of the arena. Hitting them with a weapon blows them all in different directions—sometimes, you may even knock one right out of the arena with your first shot.

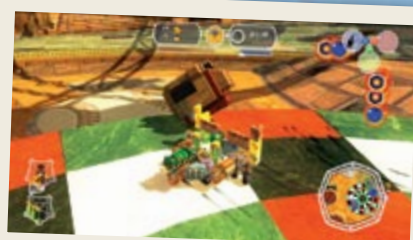


Once the pieces have started to fall, make with the shoving. Line up your vehicle with the gladiators and power into them. Push them far enough off the ledge that gravity takes care of the rest. If you push them until they are all the way off the edge of the arena, you may be unable to hit the brakes soon enough to prevent falling off yourself. If two of the pieces are close together and close to the edge, try to push them off together. Just don't pull this move in the middle of the arena or else you may just split the pieces apart and end up pushing nothing.

Get the blocks moving with a grenade as you approach. With the block already moving, you won't lose any speed when you come into contact with it and finish shoving it off the platform.



Use at least three Medium Engines to provide enough speed to push the blocks without much resistance.



Walkthrough: The Jiggosseum

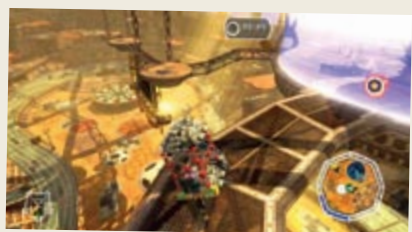
Jinjo Challenges

Purple Jinjo Taxi



The purple Jinjo at the top of the ski jump needs help reaching the giant torch above the Jiggosseum floor. The torch is a good distance away and totally reachable via a bridge, but the gantry is so narrow that the Jinjo is afraid of falling. It needs you to drive it over to the torch with a LOG-provided taxi. The taxi is a two-wheeler, so you need to keep your speed up to prevent the bike from tipping over on the gantry. If you slow down too much on the bridge's sharp corners, you and the Jinjo will find yourself on the floor. You have only 20 seconds to reach the torch, so get going!

Stick to the center of the gantry so when you do reach the corner right before the torch, you don't accidentally over-correct and spill off the right side of the track.

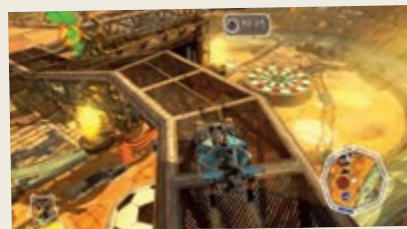


Red Jinjo Race



The red Jinjo is on a platform high above the Jiggosseum floor, almost directly up from the bowling ball. Use a plane or helicopter to reach the Jinjo. The Jinjo wants a quick race along the narrow gantries above the coliseum. Since the gantries are narrow and the Jinjo transforms into a wide ball for each race, you need to establish an early lead so your red rival doesn't bounce you right off the track.

TIP If you do not take the immediate lead against the Jinjo, just restart the race.



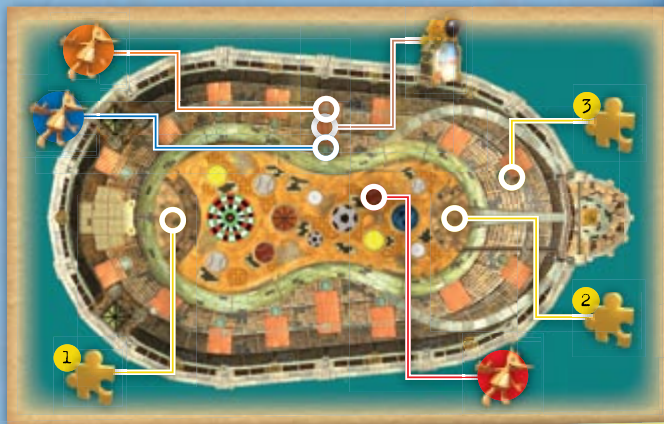
Race down the center of the gantry in a fairly narrow car.

Only slow down for the big right turn in the middle of the gantry race. If you keep up full speed here, you may tumble off the track.



Act 2

The gate from Showdown Town drops you into the VIP box of some decidedly piggish spectators. Fly out of the box and search the main floor of the coliseum for Jiggy challenges from Boggy, Trophy Thomas, and Bottles. After winning their Jiggies, again take to the skies and locate the three Jinjos that are more than happy to pay for your services with their precious Jinjo Tokens.



	Gate to Showdown Town		Jinjo Combat
	Tumblin' Domies		Jinjo Speed
	Burnin' Rubber		Jinjo Hurl
	Half-Time Snacks		

BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

Jiggy Challenges

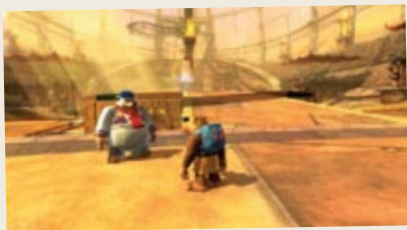
1. Tumblin' Dominoes

Vehicle Choice: Player

Trophy Score: 40

Jiggy Score: 25

Notes Score: 1

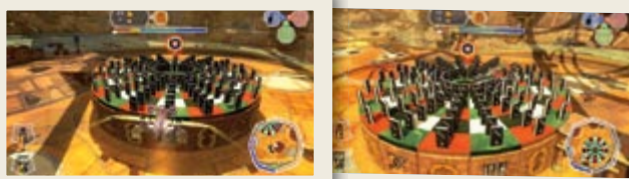


Hook up with Boggy over by the dartboard. The polar bear has set up a dominoes challenge for you, but this isn't a bout with the bones. This is more of a demolition derby where you must

crash your vehicle into neat rows of balanced dominoes. The more of these black slabs you knock over, the better your score. There is a catch with this contest, though. The second you touch one of the dominoes, you lose control of your vehicle. It's all momentum from there, so you have to approach the dominoes from the right angle at a good speed to cause the most damage.

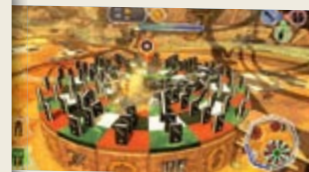
TIP Use an airplane or helicopter so you can swoop down on the dominoes from above. And attach some weapons to that plane!

TIP After getting the Self-Destruct weapon, come back and use it just before your vehicle crashes down on the dominoes. The blast sends vehicle pieces flying everywhere, toppling *mucho* dominoes.



While swooping down toward the dominoes from a good, shallow angle (that way your vehicle slides through the dominoes instead of just crashing and stopping), fire your onboard weapon into the arena. As soon as the shot hits the dominoes, you lose control of your vehicle, so make sure your trajectory is just right. Your vehicle slides through the dominoes and takes down a batch.

CAUTION The Laser weapon has zero effect on the dominoes.



To get the Trophy, you need to load up with weapons. We came back to this challenge after earning/buying a slew of Grenade Guns. We placed 5 Grenade Guns on the front of our helicopter and then peppered the dominoes with two rounds of shots. Fire the first round of shots from a good distance so you can get off the second round before the first hits the dominoes.

2. Burnin' Rubber

Vehicle Choice: Player

Trophy Time: 2:40

Jiggy Time: 4:00

Notes Requirement: Win the race!

Trophy Thomas wants to race you around the Jiggosseum. He calls the event an "endurance race" because he's loaded the track with obstacles like giant dominoes and dice. Crashing

into these blocks slows you down and, even worse, sometimes knocks you completely off-course. You need a vehicle with bumpers on the front to protect you from damage and some sort of weapon, like a Grenade Gun, to blast dice and dominoes out of the way.



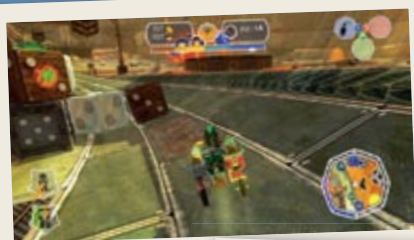
CAUTION Look out for random pizzas on the course. If you roll over those, you lose traction.

TIP This is a long race, so make sure you load up with fuel tanks so you don't run dry halfway through the challenge.



As soon as the race starts, blast whoever is in front of you with your weapon.

Walkthrough: The Jiggosseum

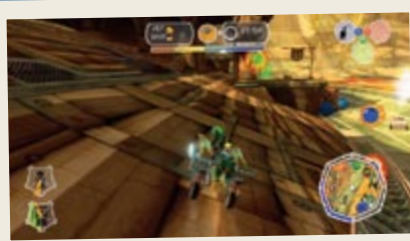


It's always preferable to race between the obstacles instead of blasting them.

But a direct hit with your weapon is a sure-fire way to clear the track. Plus, the flying debris may strike your rivals, bouncing them right off the track.



There are arches above the track that you can use as shortcuts. When the track pinches inward, cut to the left and drive straight up on to the stands. Zoom through the arches to avoid your rivals and obstacles.



The gladiator blocks are the heaviest things on the track, so blast those out of the way instead of powering through them.

Due to the length of the race and the relatively short time limit to earn the Trophy, you will need to use shortcuts whenever possible. Running up into the stands will cut at least 10 seconds off your time if you can do so without slowing down. However, if you accidentally clip an arch, you're done for. The car bounces away and you lose more than 10 seconds just trying to get back on track. By your final lap, the track is covered with debris, so those shortcuts keep you out of the way of trouble.



3. Half-Time Snacks

Vehicle Choice: LOG

Trophy Time: 1:30

Jiggy Time: 3:15

Notes Requirement: Complete the challenge!



Bottles is in the food pavilion under the eastern bleachers of the Jiggosseum. Duck into the tunnels to locate your little mole friend. When you pull up, Bottles

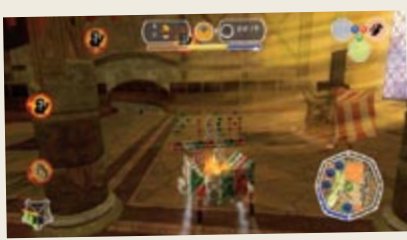
tells you about his food delivery troubles. He needs you to get some pizzas out to the fans before they get cold. If the pizzas get cold, you have to return to Bottles and the pizza stand to get a new delivery order. Now, you cannot use one of your super-fast rigs. Instead, you must use a pizza delivery truck.

You must deliver four pizzas to win the event. There are four waiting customers in the stands.

Pull the pizza wagon up to the stand and park it directly under the pipe.



Pop out of the wagon and turn on the pizza pipe with the switch. Each twist drops a pizza into the wagon. The vehicle holds up to eight pizzas.



Drive the pizza wagon around the pillars under the bleachers and head through the tunnel to reach the main floor of the arena.

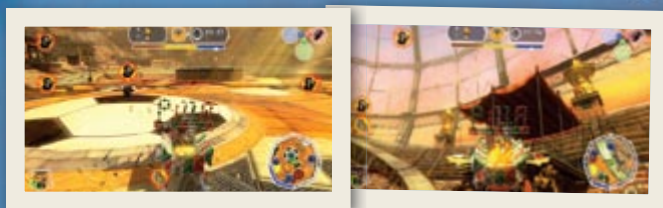
BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

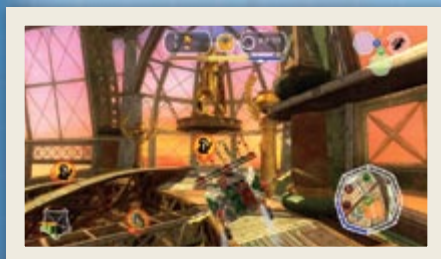
WALKTHROUGH:
The Jiggosseum

BANJO-KAZOOIE NUTS & BOLTS



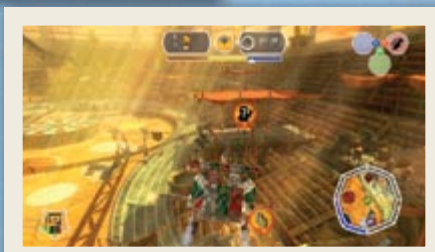
The vehicle has retractable wings so you can fly around to the waiting customers. Before you take off, though, zip straight ahead and take the first pizza to the fan waiting on the soccer ball in the middle of the Jiggosseum. Next, extend those wings and take off to deliver pizzas to the fans in the boxes. There's one directly south of the soccer ball. Fly up and duck under the awning to deliver the pizza.

NOTE You don't need to come to a complete stop and hand over the pizza. Just get close to the fan and slow down enough for the pizza to disappear from your load.



Fly east to deliver the next pizza to a piggy waiting at the top of the ski jump.

Circle back around the arena to deliver the fourth and final pizza to a fan in one of the VIP booths on the northern side of the Jiggosseum.



After delivering all of the pizzas and accepting your prize, scour the food court for Notes. Check out each tent for some of the valuable currency so you can buy blueprints and parts from Humba Wumba back in Showdown Town.

Jinjo Challenges

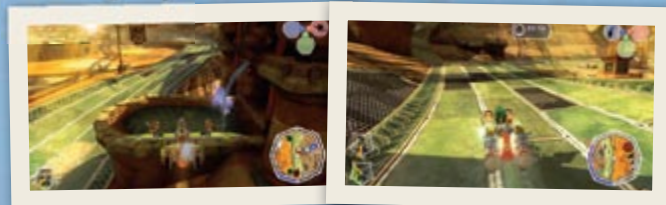
Red Jinjo Combat



The red Jinjo on the main floor of the Jiggosseum wants a shoving match. The arena for this little contest is small, so you need to overcome the Jinjo right away with brute force. Load your pushing

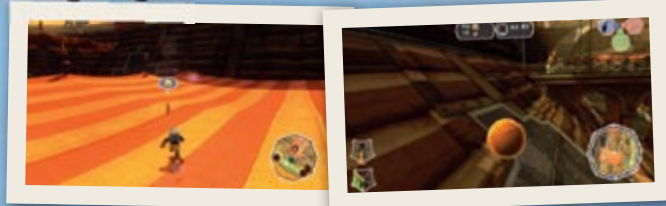
vehicle with at least three Medium Engines (if you have a Large Engine, it wouldn't hurt) and slam right into the Jinjo at the beginning of the contest. Because the floor is curved, you have the advantage as soon as you push it off the center high-water mark of the arena. Now, keep on the gas and shove that Jinjo out into the cold.

Blue Jinjo Speed

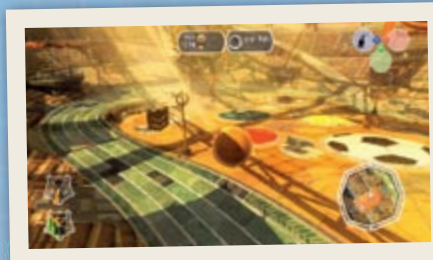


The blue Jinjo is in the fountain to the south of the gate that leads back to Showdown Town. This little Jinjo wants to see you go fast, so attach a Large Engine to a lightweight car and then race down the track. With the Large Engine, you'll hit the speed mark within seconds. If you don't have a Large Engine, you can load up with Medium Engines and race down the bleachers to gain momentum.

Orange Jinjo Hurl



Look on top of the awning above the gate to find an orange Jinjo. This Jinjo wants to be hurled across the Jiggosseum at least 350 distance units. Bouncing the Jinjo ball down to the main floor directly will get you around 300, but that's not enough for a Jinjo Token. Instead, drive to the other side of the Jinjo ball and blast it up into the stands.



The momentum of rolling up and then back down the bleachers is enough to push the Jinjo well over the 350 mark and bag the token.

Walkthrough: The Jiggosseum

Act 3

The gate from Showdown Town kicks you into the Jiggosseum right at the top of the ski jump. From here, roll straight down to meet your friends and rivals on the Jiggosseum floor and accept their Jiggy challenges. There are four Jiggies in this act, which should be enough to open at least one more act back in Showdown Town.



Gate to Showdown Town	Heavy Balls and Hairy Pits
1 A Load of Blocks	4 World's Strongest Bear
2 Brown Bears Can't Jump	Jinjo Combat
	Jinjo Taxi

Jiggy Challenges

1. A Load of Blocks

Vehicle Choice: Player

Trophy Time: 2:30

Jiggy Time: 3:10

Notes Requirement: Win the race!



the race. Since you can select the vehicle for this challenge, return to the garage and place springs underneath a fast car. And while

Trophy Thomas has another race challenge for you around the Jiggosseum track. This time, he's placed a series of walls around the track. You must jump over these hurdles to complete

you're there, place some bumpers on the front of your car so you don't take significant damage in the event you do accidentally run into one of the walls.



As you approach the first wall, hit the springs to bounce over the wall. Don't do it too far back or you will clip the wall with your car as you come down. While bouncing in the air, you can point your car toward the next checkpoint. That way, when you land (while holding the accelerator), you'll rip toward the next wall without any delay.

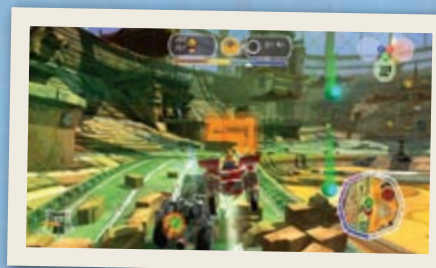
As you make your first lap around the track, notice that the walls are a mess. Your rivals aren't too swift with the springs and leave debris everywhere.



Some of the walls are such a wreck you can just drive right through the debris without losing any speed.



CANTON If you land on a loose brick after jumping, you will lose control of your car.



Jump over your rivals just as you would spring over a wall.

BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

BANJO-KAZOOIE NUTS & BOLTS



The finish line is at least two minutes away, so make sure you have enough fuel onboard to make it through this race. If you're using a Large Engine, make sure you have a Large Fuel or two Medium Fuel tanks. If you are using Medium Engines, you need at least two Medium Fuel tanks. Running out of gas on the track is deadly to your chances of winning the Trophy.

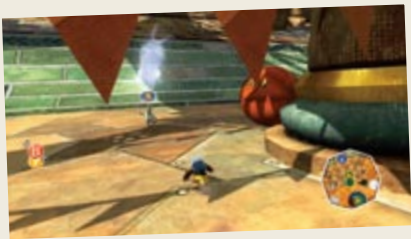
2. Brown Bears Can't Jump

Vehicle Choice: Player

Trophy Score: 5

Jiggy Score: 3

Notes Score: 1



Mr. Fit has a basketball challenge for you on the eastern end of the Jiggosseum. To win his Jiggy, you must put at least three large basketballs through a giant hoop. However, every ball that goes

through the hoop causes the hoop to rise. You must find a way to compensate for the elevating hoop as you shoot baskets. If you have 5 baskets when time is up—there's 2:30 on the board when the event starts—you also take home a Trophy.

Humba Wumba has a blueprint that's specifically for this event: Humba Slam Dunk. This vehicle is a launcher on wheels. You place the ball in the vehicle's cup. There are springs at the bottom



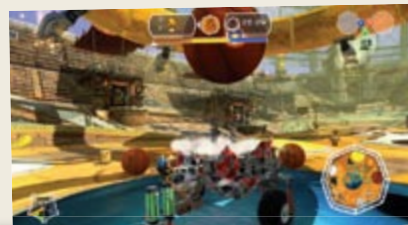
of the cup that face upward, so when you trigger them, they shoot the ball into the air. After three shots, though, the hoop is too high even for the launcher. So, take the Humba Slam Dunk into Mumbo's Motors and modify it with propellers so it doubles as a helicopter. Now you can raise the launcher with the hoop and get the needed 5 baskets for the Trophy.



Place the launcher under the center of the basket and then use the wrench to place a ball in the cup.

Jump into the driver's seat and launch the ball through the hoop.

After the third basket you need to fly into the air to keep up with the rising hoop. Keep under the basket and just launch the ball as you near it.



3. Heavy Balls and Hairy Pits

Vehicle Choice: Player

Trophy Score: 500

Jiggy Score: 250

Notes Score: 1

Bottles has (yet another) dilemma. He's finally been picked to be on a sports team, but the event is the shot put and he can't even lift the ball. Bottles hopes you'll take his place in the challenge—and if you manage to win the event on his behalf, he'll give you the Jiggy. All you need to do is race up to the heavy shot put ball and knock it across the Jiggosseum, just like a Jinjo Hurl event.



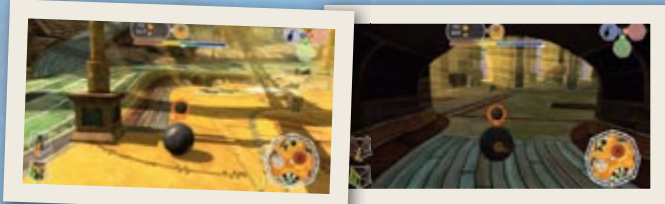
TIP

Select a car with bumpers so you give the ball a little extra "bounce" when you strike it with your vehicle.

Walkthrough: The Jiggosseum



Now, getting 150 in this challenge isn't too difficult. Just run into the ball as fast as you can with at least a couple of Medium Engines. But if you want the Trophy, you need to double that score. So, put some bumpers on your fastest car (use a Large Engine if you have one) and then reverse away from the ball so you get a running start at it. Now, don't bounce it straight ahead. Hit it off to an angle (think 10 or 2 on a clock) so the ball doesn't hit any of the rounded impressions on the Jiggosseum floor.



By blasting the ball toward 10 o'clock, you not only miss all of the impressions on the main floor, but you also roll into the dip that leads into the tunnels under the bleachers. Rolling the ball into this dip is worth at least an extra 80—and you can get even more if you actually make it into the tunnel toward the food court.

4. World's Strongest Bear

Vehicle Choice: Player

Trophy Time: 2:10

Jiggy Time: 4:20

Notes Requirement: Complete the challenge!



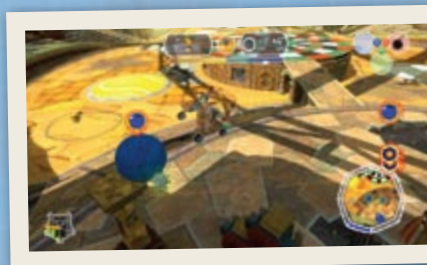
podiums—one per podium. The three bowling balls are located close to the podiums, so speed isn't the hurdle for this challenge. You need a vehicle that can lift with little effort.

NOTE

It's Humba Wumba to the rescue again. She sells a Humba Cargo Chopper blueprint back in town that is perfect for this job without any modification. If you would rather build your own rig, just make sure it has the Sticky Ball, which is the key to getting those bowling balls on the podiums.

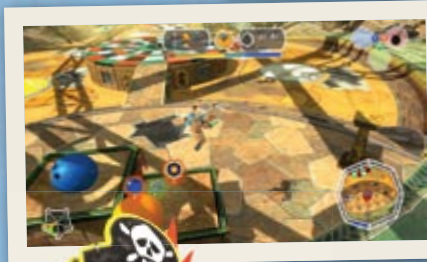
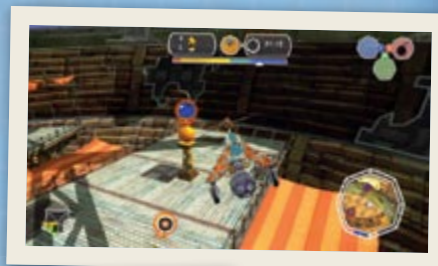


Release the Sticky Ball from your helicopter and then lower it on to one of the bowling balls. Now, rise into the air and hover over one of the podiums. (You can place the balls in any order.) When the ball has settled, reel in the Sticky Ball. This releases the bowling ball. If the ball is right on top of the podium, it will drop with a thud and stay. If you release it too high, though, it may bounce and roll right off the edge of the podium.



The closest bowling ball to the podiums is the pink one to the left. There is a blue bowling ball on the column to the right of the podiums.

The third bowling ball is just behind the podiums, up on a raised platform.



After placing the final bowling ball on the third podium, Blubber offers his prize. If you were too slow to earn the Trophy, make sure you are using a Large Engine.

The Humba Cargo Copter blueprint calls for a Large Engine, but if you went with your own creation, you must have enough horsepower on board to lift the bowling balls without slowing down your vehicle too much.



BANJO'S BACK

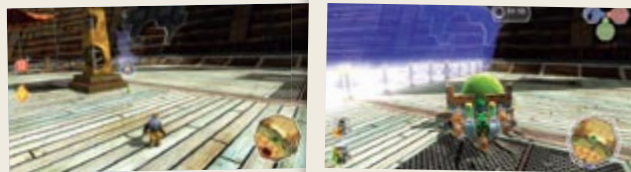
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

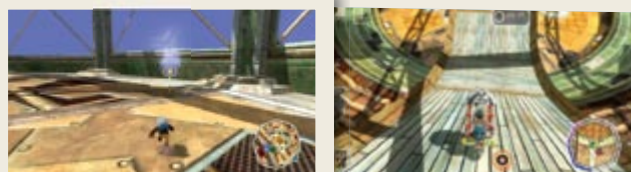
Jinjo Challenges

Green Jinjo Combat

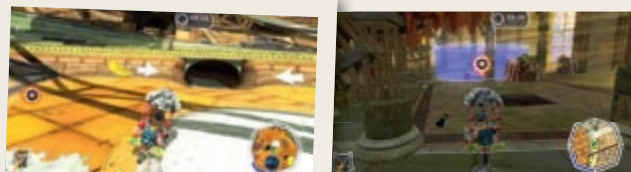


The little green Jinjo on top of the platform behind the award podiums wants a pushing contest. Engage the Jinjo and call up a fast pushing vehicle from the garage. You need to push the Jinjo through the fences on either side of the platform. The Jinjo starts from the opposite side of the bowling ball column. Watch to see which way the Jinjo rolls and then meet it from the side and help it over the edge.

Yellow Jinjo Taxi



The yellow Jinjo on the platform at the top of the ski jump is late to the market. LOG offers the two-wheeled taxi to get the Jinjo to the food pavilion under the eastern bleachers. You have 55 seconds to get the Jinjo there, so as soon as the job starts, race down the ski jump with your fare. When you land, the Jinjo is bounced out of the taxi. Drive over and pick it up.

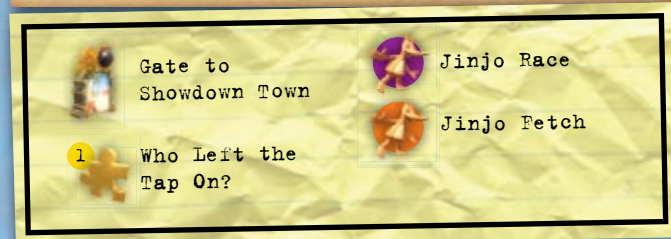


Race across the floor of the Jiggosseum and duck into the tunnel. The Jinjo needs to be taken to the blue area in the middle of all of the food stalls. If you get there within 55 seconds, you are awarded a Jinjo Token.



Act 4

When you step into the fourth act of the Jiggosseum, you may notice a few changes to the place—namely, the stadium is full of water. Filling the stadium gives Grunty a chance to use her submersible vehicle and sneak up on you from beneath the waves. After fighting off Grunty, be sure to skim the waves and pick up those Notes you see sparkling in the surf.



Jiggy Challenges

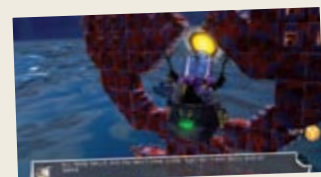
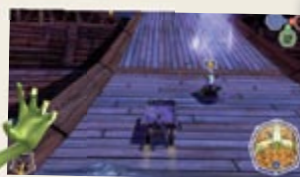
1. Who Left the Tap On?

Vehicle Choice: Player

Trophy Score: 8

Jiggy Score: 4

Notes Score: 1



Grunty is waiting for you at the ski ramp on the opposite side of the Jiggosseum. The witch challenges you to a game of water polo, one of her favorite sports. Before you arrived, Grunty already played a quick game. She wants you to top her score—if you can. To complicate the game for you, though, Grunty will be swimming beneath the surface in her submarine that's shaped an awful lot like a lobster. As you try to push the ball into the goal,

Walkthrough: The Jiggosseum

keep one eye on the water below. If you see a flash of red coming to the surface under you, hit the gas and motor away before Grunty tips you with one of her metal claws. If she touches a ball with her claws, it will pop.

Return to Mumbo's Motors and build a special vehicle for this challenge. Start with a boat. Then build a giant half-cage on the front of it, buoyed by Floaters so it doesn't capsize. Use the light

materials so the Floaters aren't bogged down and you can zip across the water without much resistance. Speed is of the essence here, not only to get the balls into the goal within the time limit, but to avoid Grunty whenever (and wherever) she surfaces.

The surface of the water is crowded with balls. If you fail to get 8 into the goal, it's not for a lack of balls.



Speed into a ball to capture it with your cage. Now, make a wide turn and take it to the goal in front of the ski jump.



When you spot Grunty surfacing, quickly dart in the opposite direction. She tries to overturn your vehicle by coming up right underneath it.



CAUTION

Watch for Grunty's waves. When she slips back beneath the surface, she does it with gusto. The waves ripple across the lake, often knocking free any ball you may have captured in your cage.



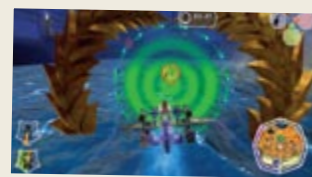
Grunty's waves keep pushing the balls farther and farther from the goal, increasing the distance you must drive to score a goal. Keep making wide arcs across the pool,

scooping up one ball at a time and pushing it to the goal. Unless you built a deep cage (and took on the extra weight), you cannot make sharp turns and not lose the ball. The challenge ends after 3:00 minutes of water polo. That's enough time to score 8 goals if you can avoid being tipped by Grunty.

After defeating Grunty, LOG upgrades your trolley with the Scuba Seat. Now you can explore underwater areas without worrying about breathing. Plus, the Scuba Seat unlocks the sewer grates in Showdown Town, giving you access to more Mumbo crates!

Jinjo Challenges

Purple Jinjo Race



There is a purple Jinjo on the Trophy Thomas statue above the ski jump that wants to race. This is an air race around the flooded stadium, so pick a fast plane from your garage. When the race starts, immediately take off and dip down to pass through the checkpoint at the bottom of the ramp. Fly in a wide circle around the stadium, passing through the raised checkpoints.



The checkpoint right before the finish line is half-submerged, so fly low and pass through the checkpoint--just keep out of the water.

BANDY'S BACK

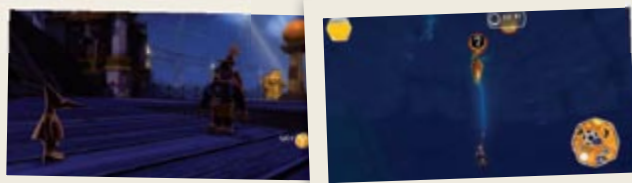
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

BANJO-KAZOOIE Nuts & Bolts

Orange Jinjo Fetch



The orange Jinjo on the platform behind the gate wants you to find its missing carrot. Previous Jinjos with lost items at least had a hint for where to look, but this fellow offers nothing. Zilch. Nada. The carrot, though, is under the waves toward the middle of the stadium floor. Dive into the drink to fetch the carrot. Carry it up to the surface in your wrench lasso. Then, place it in the tray of your trolley and drive it up to the Jinjo.

NOTE While under the platform with the orange Jinjo, be sure to collect the glistening Notes.

Act 5

The Jiggosseum has been emptied out and blow-dried in time for the fifth act. Grunty is back and ready to compete for another Jiggy. Beating the witch in this event grants you the Laser upgrade, which is a fantastic weapon not only in the videogame worlds, but also to pick off pesky cops back in Showdown Town.



	Gate to Showdown Town		Jinjo Combat
	Jinjo Speed		Jinjo Hurl
	9-Ball Nightmare		

Jiggy Challenges

1. 9-Ball Nightmare

Vehicle Choice: Player

Trophy Score: 7

Jiggy Score: 5

Notes Score: 1



Grunty is back in the Jiggosseum and she's challenging you to a game of 9-Ball. The witch doesn't have a pool cue, though. Instead, she has a flying contraption armed with a powerful Laser. She challenges you to prevent her from destroying all nine balls spread out across the Jiggosseum. You need to somehow either block the ball from her laser attack or divert her craft long enough that she gives up. It doesn't take long for her to vaporize a ball and once she locks in on one, she is like a dog with a bone.

Fortunately, there is a pattern here. Grunty attacks the balls in ascending order. You have 45 seconds with each ball to either redirect her fire or play keep-away with the ball itself. If you can run out the clock, you win the round and she moves on to the next ball. Since the balls are not all on the main floor of the Jiggosseum, it's best to employ a flying vehicle, such as a helicopter. And since you need to keep Grunty away from the balls, use a Sticky Ball to grab the balls and carry them off for the 45-second rounds.

Now, there are two ways to attack this challenge:



1. Use the Sticky Ball to grab Grunty's vehicle and pull her away from the ball for the 45 seconds.

2. Grab the ball with the Sticky Ball and fly in huge circles around the Jiggosseum so Grunty cannot target it with her laser.



Walkthrough: The Jiggosseum



It's much easier to concentrate on Grunty and keep her away from the balls. As the event progresses, though, Grunty gets faster and zeroes in on the balls much quicker. Install a

Freezezy on the front of your helicopter to stop her cold. After freezing Grunty, lower the Sticky Ball and pick her up. Now, even when she thaws out, she's still trapped and cannot target the balls. Here are the locations of the balls:

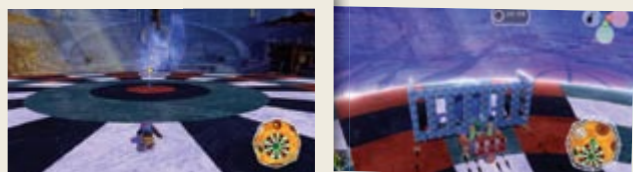
- 1 Ball: Southwest, main floor
- 2 Ball: Northwest, main floor
- 3 Ball: South-center, main floor
- 4 Ball: East, main floor below ski jump
- 5 Ball: East, top of ski jump
- 6 Ball: West, next to dartboard on main floor
- 7 Ball: Northeast, main floor
- 8 Ball: West, on bridge leading to dartboard
- 9 Ball: Dead-center, main floor

TIP

Don't delay when this act opens up in Showdown Town. With the Laser, you can reach Mumbo Crate #45 which contains a Large Jet and the Torpedile weapon. Both are essential for smashing Grunty at Spiral Mountain.

Jinjo Challenges

Blue Jinjo Combat



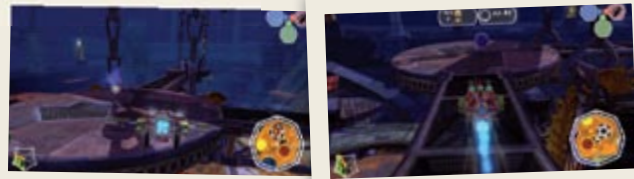
The blue Jinjo on the dartboard wants a good shove. To win this combat event, you must push it off the circular platform. The platform has no lip or rail, so all you need to do is get it far enough over the edge that gravity takes over. This Jinjo, though, is much stronger than previous combatants. You must overpower it. We used a big pushing vehicle and upgraded with a trio of Large Engines. The Jinjo never stood a chance.

Green Jinjo Speed

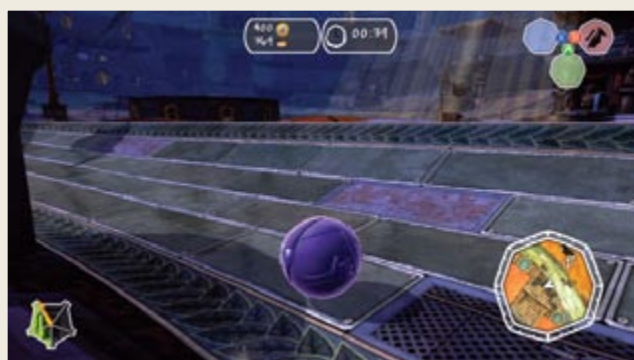


The green Jinjo on the awards podium wants to see a fierce display of speed. He sets the bar pretty high, but thanks to the ski jump, you can clear it. Take your fastest car and drive up to the top of the ski jump. (Hurry—you only have 1:00 minute to complete this speed challenge.) Race down the ski jump. Your acceleration plus the gravity of racing downhill is enough to propel you past the speed marker and right into the arms of a waiting Jinjo Token.

Purple Jinjo Hurling



Call up a plane from the garage and fly to the gantries that crisscross the stadium. The purple Jinjo up here wants you to hurl it across the Jiggosseum. If you can roll it more than 400 distance units, you win its token. There isn't a lot of space on the platform to get a running start at the Jinjo, so carefully back up on to the gantry behind you. Then, hit the gas and blast into the Jinjo to send it flying.



Knock the Jinjo all the way into the bleachers on the opposite side of the Jiggosseum. It rolls down the side, picking up speed and racing toward the needed 400.

BANDIT'S BACK

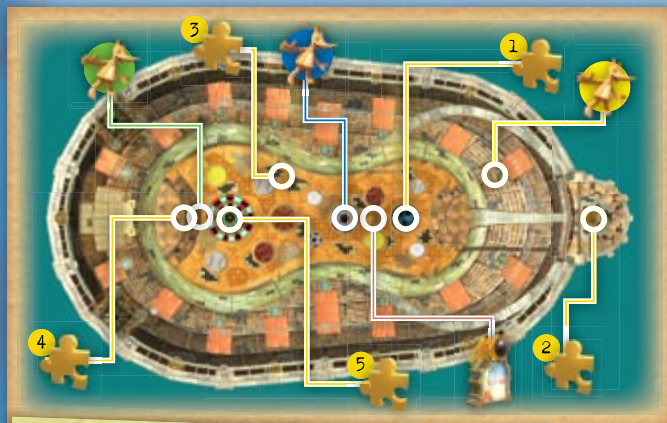
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

Act 6

The final act of the Jiggosseum begins on the gantries that soar over the stadium floor. There are five Jiggies to capture in this act, surely enough to unlock the final act in Showdown Town and inch you closer to Spiral Mountain.



	Gate to Showdown Town		Smashin' Time
	Jiggosseum Torch		No Holds Beared
	Up the Oche		Jinjo Fetch
	Bear in a Ball		Jinjo Speed
			Jinjo Hurl

Jiggy Challenges

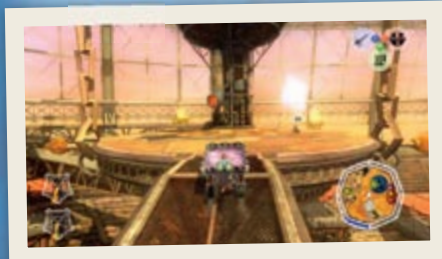
1. The Jiggosseum Torch

Vehicle Choice: LOG

Trophy Time: 1:45

Jiggy Time: 3:00

Notes Time: 5:00



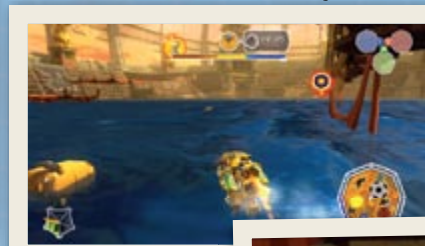
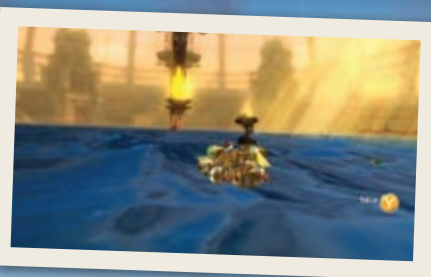
Captain Blubber stands on a nearby platform from the gate to Showdown Town. The portly hippo needs you to light the Jiggosseum torch, the symbol of the athletic events that unfold inside the

mammoth stadium. However, a leak has filled the stadium with water again for this challenge. You must get the flame that Blubber gives you at the beginning of the challenge to the torch. Watch yourself in

the water. If you tip, the flame goes out and you fail the challenge.

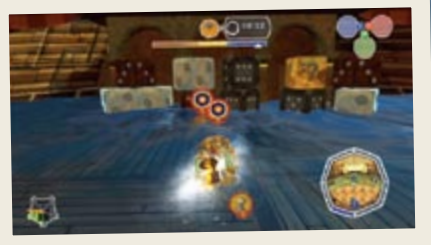
You begin the challenge with a small boat of LOG's choosing. The flame has been installed on the back of the boat.

Now, you must somehow get that boat up to the torch, which is on dry land. This boat has not wheels nor wings. What can you do? You need to find the means to get the boat out of the water.

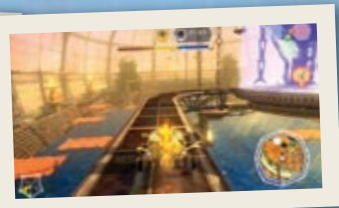
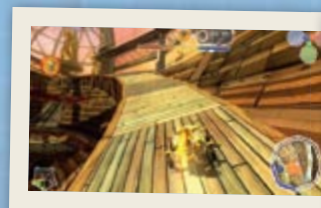
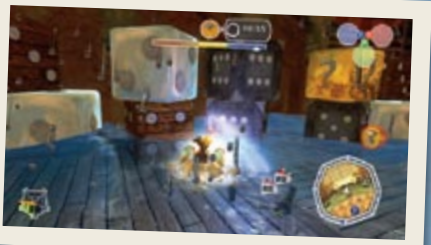


Pilot the boat across the lake in the Jiggosseum to the west.

There are two boxes with vehicle parts floating in the water next to some dice. Run into the boxes to break them open. The content? Wheels!



Hold down (RB) to attach the wheels to your boat without having to get out. As soon as your boat is equipped with the wheels, you can take the flame to the torch.



Steer your boat back across the lake. Drive up one of the long, arcing ramps on either side of the ski jump. Cross the gantry at the top of the ramp and steer into the torch to light it. The Jiggosseum torch is now fully lit and Blubber is more than happy to reward you with your Jiggy.

Walkthrough: The Jiggosseum

2. Up the Oche

Vehicle Choice: Player

Trophy Score: 300

Jiggy Score: 100

Notes Score: 1



Boggy challenges you to a modified game of darts at the top of the ski jump. How is it modified? Well, you use a vehicle instead of a dart and the entire floor of the Jiggosseum has been turned into a series of points buckets. You have five rounds to at least score 100 points (you need 300 to earn the Trophy). You just race down the ski jump and fling your vehicle into the air. However, the moment you leave the ramp, you lose control of your vehicle and can no longer accelerate. The only thing you can do at that point is rotate your vehicle. If you're in a car, that means little. However, if you have a plane with a nice set of wings, you can influence the path of your plane in the air.

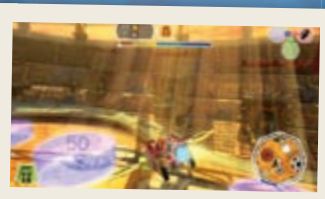
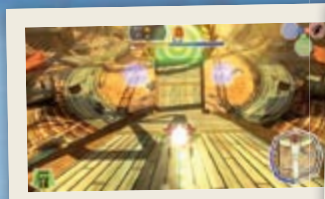
TIP

Got good aim? If you hit the center of the dartboard, you bank 150 points! That goes a long way toward earning the Trophy for this challenge.

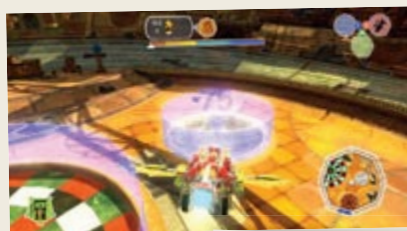
NOTE

You have to get the majority of your vehicle in the points bucket to put the score on the board. If you miss, you get nothing for the round.

Use a plane in this game. If you have a fast plane with a jet, you can reach the farther set of buckets, including the lone 75-point bucket which is in the upper-right corner of the field.



Race down the ramp and then extend your wings. When you fly through the checkpoint at the end of the ramp, you do indeed lose the ability to accelerate anymore. Your speed is now what it is. However, if you tilt the plane to the right, you can bank a little bit and aim for some of the higher-point buckets toward the back.

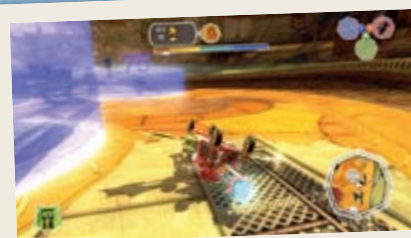


When you near the bucket, tilt the nose down to plant the vehicle within the blue boundaries.

If you fly through the checkpoint at an angle, you can line up with one of the buckets, but you best be careful about accidentally tilting and dropping off-course.



Missed it by that much!



The lighter your vehicle, the farther it will soar through the air. So unburden yourself of anything extra before going into the race (leave your fast engines and some fuel, of course) and race that lean machine through the checkpoint. Getting 100 is pretty easy if you manage to score one shot in the 75-point bucket. But if you want the 300-point Trophy, you better aim for the 75-point bucket at least three times. Without that third 75-point addition to your score, you are pinned down to making 3 direct landings in the 50-point buckets.



BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
The Jiggosseum

3. Bear in a Ball

Vehicle Choice: LOG

Trophy Time: 3:00

Jiggy Time: 4:40

Notes Time: 5:00

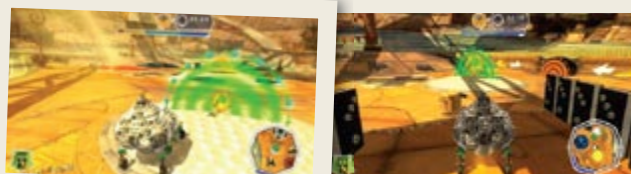


Trophy Thomas has a pretty tough race for you to close out your time in the Jiggosseum. You sit inside a large, ball-shaped vehicle and must race through a course

lined with dominoes. Every domino you knock over adds 2 seconds to your time. The vehicle is just the right size to fit through some tight spots on the course. Now, to make things decidedly difficult, Thomas tells you—at the last second—that the vehicle's controls are reversed! Press left and you steer right. So keep that in mind as you wedge that ball through the domino-lined course.

TIP

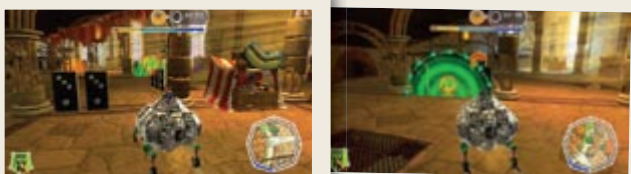
Use the starting section of the course to get used to the controls. Once you wrap your thumbs around the reverse controls, restart the challenge and give it a real go.



The first section of the course isn't too bad. You just need to hit some checkpoints on the main floor of the Jiggosseum. Slip through the two lines of dominoes as you head into the tunnel that leads down to the food court.

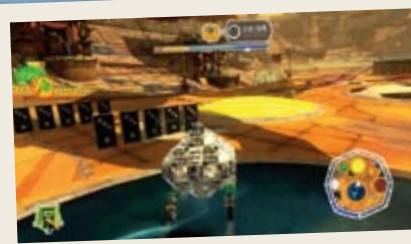
CAUTION

Watch out for the buffalo that wander the Jiggosseum. If you bounce into one, it will get upset and bounce you right back. It may even bounce you right into some dominoes.

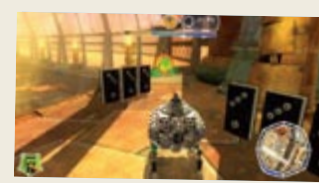
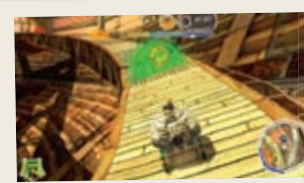


Inside the concessions hall, carefully motor around the lines of dominoes that stretch between the columns. Weaving here isn't too bad if you maintain a steady pace and don't make any drastic moves.

Watch out as you steer between the narrow opening between two dominoes just before you exit out of the food court and drive back out to the main floor of the Jiggosseum.



Carefully cross the main floor and drive up the ramp on the opposite side of the stadium. Just make a smooth, arcing turn as you speed up the ramp.

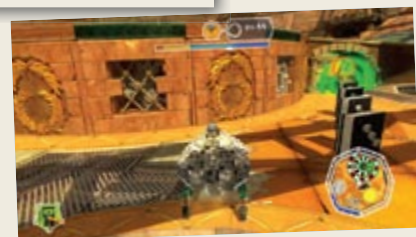


Pass through the checkpoints at the top of the ramp. Cross the landing right in front of the ski jump and then steer through the dominoes on the other side. Carefully drive down the ramp on the other side. Remember, smooth movements!



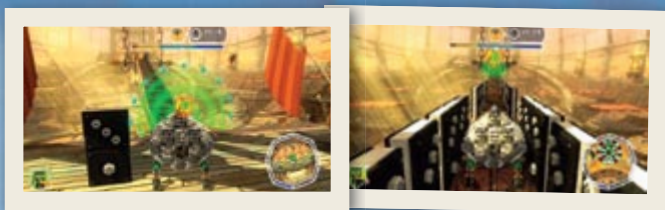
Drive along the bleachers, passing through the arches.

Steer back across the main floor, ducking under the ramp that leads to the dartboard.

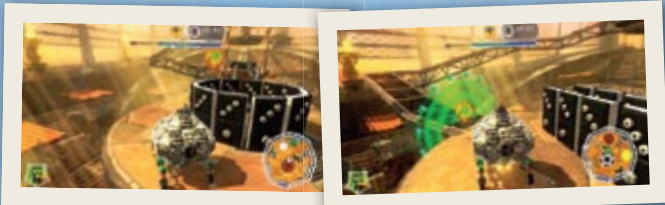


Drive up the side of the bleachers and make a hairpin at the top to set your rig up for the final stretch of the race.

Walkthrough: The Jiggosseum

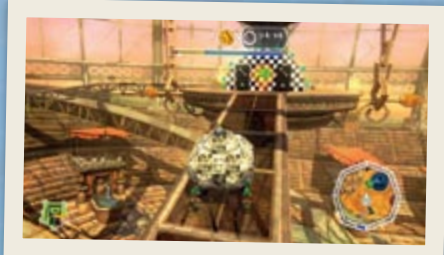


Very carefully drive out onto the gantry. The gantry is very narrow at first and when Thomas lines the next section with dominoes, it gets even tighter. Line up your vehicle in the dead center of the gantry and then speed through the dominoes. Lay off the left control stick if you have a straight shot. Don't even touch it or else you'll just panic, over-correct, and then knock down a bunch of dominoes.



Steer around the circle of dominoes on the small platform before heading out onto the last stretch of gantry. More lines of dominoes make this a harrowing drive. Follow the gantry as it spirals up to the torch platform. Keep reminding yourself of reverse steering as you drive.

Drive through the last set of dominoes to score your Jiggy.



4. Smashin' Time

Vehicle Choice: Player

Trophy Score: 75

Jiggy Score: 50

Notes Score: 1

Bottles has a new game for you to try near the dartboard: Dice Smash. There is a large stack of dice on the circular platform.



You have only one minute to break as many dice as possible. There are three different kinds of dice, each worth a different amount of points. Wooden dice are worth 3 or 4. White dice are worth 1 or 2. And black dice are worth 5 or 6. The number of dots on the sides of the dice reveal how many points you'll get. The more points the dice are worth, the more shots it takes to destroy them.

TIP Load up on weapons for this mission. Place a line of Egg Guns on front of your vehicle—car or helicopter—so you can just chew through the dice.



As soon as the challenge begins, start shooting. Just hammer the stack of dice with your guns. Move closer and keep firing. There are blocks around the platform that help keep dice from falling off, so pound the center of the dice stack, splintering the pile until it's gone. Then, turn and sweep through the dice that fell toward the edge of the platform.

The more firepower you have, the easier this challenge, so spare nothing. Turn your vehicle into a death coaster and unleash a rain of Egg Pellets on those dice.



5. No Holds Beared

Vehicle Choice: Player

Trophy Time: 1:00

Jiggy Time: 2:00

Notes Requirement: Win three out of five fights!

Pikelet has a big challenge for you on top of the dartboard. He wants to hit you up for a sumo match much like the Jinjo Combat challenges, but he's going to pack a little extra motor, more than one of those Jinjo balls. Pikelet is in a heavy tank, powered by some serious horses under the hood. And to make this challenge even tougher, the platform is going to randomly tilt. So, in one second, you may be ready to shove Pikelet off the low edge of the platform, only to have to tilt back up and put yourself at a disadvantage. To win the Jiggy, you must best Pikelet three out of five.

Hit the garage and build a real pusher of a vehicle. Employ heavy parts to make this bulldozer so



BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

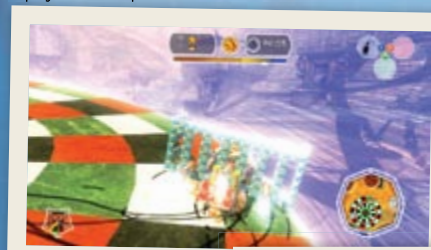
WALKTHROUGH:
The Jiggosseum

BANJO-KAZOOIE NUTS & BOLTS

Pikelet cannot just tip you over with his squat tank. Then, power this vehicle with the best stuff you have, like jets and Large Engines. Just make sure you spread the weight out by adding plenty of wheels, such as two right at the ends of the dozer panel up front.



Try to anticipate the tilting platform. When you see one end dip, you know that in just a few seconds, that end will rise back up. So, slam into Pikelet and then push him toward a side of the platform that isn't down just yet. Push him as hard as you can, so when the platform does dip, you can pivot around his tank and then finish him off.



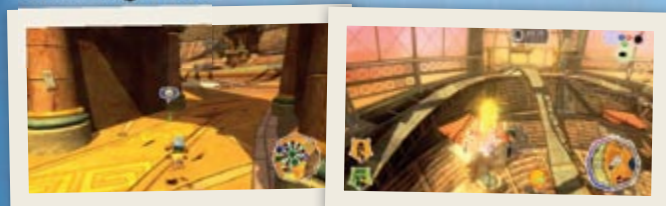
If you both slide off at exactly the same time, the round is considered a tie and no points are awarded.

Do not allow any space between you and Pikelet. Stay on top of him so he cannot get any momentum. If you have a super-powered pusher, he cannot over-power you.

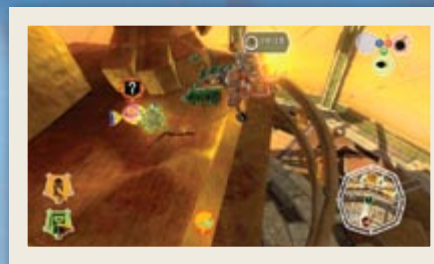


Jinjo Challenges

Green Jinjo Fetch

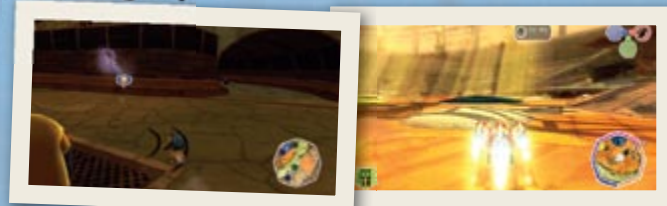


Check out the ramp next to the dartboard for a little green Jinjo. The poor Jinjo has lost its candy. How can it enjoy the show without its sweets? The Jinjo remembers having them when it was up looking at the golden statue above the ski jump, so that's your big clue. Select a plane or helicopter and then take to the skies to fetch the Jinjo's candy.



Grab the Jinjo's candy with a Sticky Ball and then swoop back down to make the sugary delivery in exchange for the Jinjo Token.

Yellow Jinjo Speed



The yellow Jinjo in the food court wants to see you rocket to super speeds within 1 minute. And he's not kidding around either. He sets the speed marker well over halfway around your map. You need some serious power to hit that mark. Come back to this challenge after scoring at least three Large Jets. As soon as the event starts, race out of the food court (all of those columns make it hard to drive in a straight line and max out your speed) and then gas it up across the main floor of the Jiggosseum.

TIP

If you're still struggling to hit the speed marker, add some Large Engines to your rig and every jet you have. Then, race to the ski jump and roar down it to pick up added speed via the momentum.

Blue Jinjo Hurl



A blue Jinjo waits patiently on the soccer ball on the main floor of the stadium. He challenges you to a hurling match, demanding you bump him a distance of at least 450. The

key to launching this Jinjo the full 450 (and beyond) is fitting your vehicle with a lot of power, and bolting bumpers to the front. Get a running start at the Jinjo and slam into it at top speed, blasting it across the Jiggosseum.

Walkthrough: Terrarium of Terror

World 5: Terrarium of Terror

Science and technology! Test tubes full of bubbling stuff! Experiments gone awry! This is the future in the Terrarium of Terror, a sci-fi videogame world created by LOG and staffed by several of Banjo's friends. In this orbiting bio-lab, alien plants grow out of control. Vines stretch to the sky. Giant mushrooms cast shadows as big as city blocks. And all of these veg-experiments are growing inside a series of connected spheres. Secret passages link tiny rooms full of treasures, like Notes.

This final videogame world presents some of the toughest challenges yet. Bear and bird must really dig into the garage and put their best tinkering hats on. Completing many of these events requires assembling the fastest vehicles with good handling and a smart coterie of gadgets and weapons. If there are still a lot of Mumbo Crates left unclaimed in Showdown Town, it's a good idea to head back to LOG's metropolis and finish grabbing the free vehicle parts. The contests proposed by friendly faces like Klungo, Humba Wumba, Boggy, and Jolly Dodger are indeed good fun—but they are great challenges.

Terrarium of Terror Collectibles

Total Jiggies	19
Total Jinjos	15
Total Notes	200 (85 bronze, 7 silver, 8 gold)

Terrarium of Terror Doors

Act	Required Jiggies
Act 1	45
Act 2	51
Act 3	65
Act 4	70
Act 5	90

Act 1

The first visit to the Terrarium of Terror can be a bit overwhelming. The central sphere is huge—and that's only a fraction of the real estate in this orbital lab. The vine pokes up into a secret chamber. Tubes and tunnels spiral off into extra lab spheres. There's no better way to get acquainted with the Terrarium than to explore, so start driving around and collecting Notes as they sparkle in the alien grasses. A good flying machine is essential to seeing the entirety of the space station, so take to the skies and swoop through the different chambers.



	Gate to Showdown Town		Jinjo Combat
	Need for Seed		Jinjo Speed
	Bear's Eye View		

BANJO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

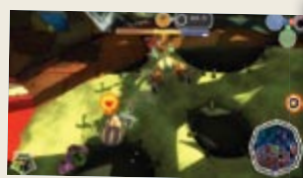
WALKTHROUGH:
Terrarium of Terror

BANJO-KAZOOIE NUTS & BOLTS

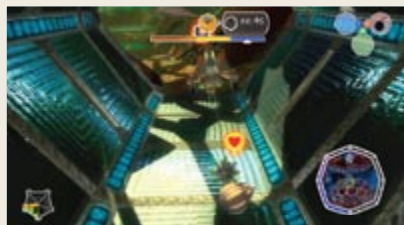


Check under the mushrooms and plants for Notes. They aren't hidden, but unless you drive by the specific area, you may miss them.

The flowers in the northern garden also host a bumper crop of Notes.



When the challenge begins, rise up and deploy the Sticky Ball. Grab the seed with the gadget and then drop down to the pond in the center of this sphere to hydrate it before moving into the sphere to the north. The heart meter above the seed monitors the dryness of the seed. If that heart empties out, the seed has expired.



Use the tunnel directly north of the pond to enter the main sphere.

Jiggy Challenges

1. Need for Seed

Vehicle Choice: Player

Trophy Time: 1:30

Jiggy Time: 3:00

Notes Requirement: Keep the seed hydrated!



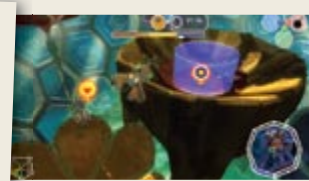
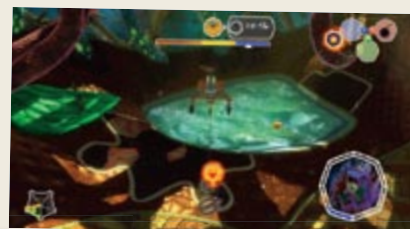
Klungo is hanging out in the southern chamber of the Terrarium, admiring his handiwork. However, the former henchman needs your help. He's discovered a rare Floatberry

Seed, but the seed is almost entirely dried out. Klungo needs you to take the seed to the flower room before it completely withers. That chamber is to the north and a considerable distance, so you must find water sources along the way to keep the seed hydrated.

TIP

Use a helicopter with the Sticky Ball gadget for this challenge. You can easily dip the seed into the water with the Sticky Ball without having to come to complete stops and mess with the seed manually.

Hydrate the seed in the pond to the northwest.



Break through the glass blocking the tunnel into the garden chamber. Fly over the nest in the center of the room and release the seed by reeling in the Sticky Ball. When the seed touches down in the nest, Klungo gives you an award for good seed stewardship. Now Klungo can grow Floatberries—which you'll have to deal with in a later act.



Walkthrough: Terrarium of Terror

2. Bear's-Eye View

Vehicle Choice: LOG

Trophy Time: 1:45

Jiggy Time: 3:00

Notes Requirement: Successfully complete the challenge!

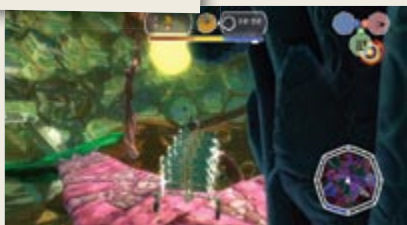


Humba Wumba is leading a conservation team, but she needs the route to her research area mapped out in advance. Humba has an eco-friendly vehicle ready for you to help chart a course. This vehicle is sail-powered with a set of springs beneath it. The only way to make it move is to capture wind in its sails. Since this challenge is sending you up the huge vine in front of you, you must get enough wind to propel the vehicle uphill. This requires repeat jumps to catch the breeze. The path of the vine narrows as you get higher, though, so be careful when coming down from a little hop.

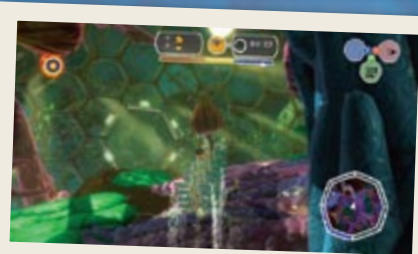


Give the vehicle a little hop right away to put wind in the sails and start your journey.

Jump when you have branches leading away from the vine. Here you have extra room for landing.

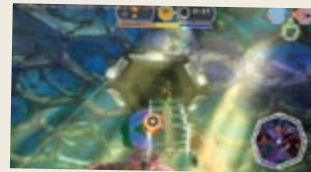
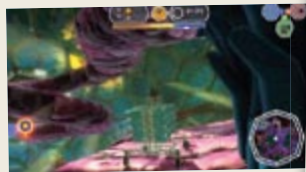


Bounce repeatedly to get up the slippery part of the vine. (The floor just looks gooey.) The sail-powered vehicle does not have High-Grip Wheels, so use the wind to keep you from sliding off the vine.



TIP Use the right stick to move the camera to the left as you wind around the vine. This gives you a clearer view of the path ahead.

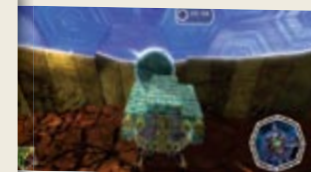
CAUTION Watch the ceiling! If you jump too high and hit the vine path above you, you glance off and risk losing your balance entirely.



The research area is at the end of a winding branch. Instead of navigating across the branch, keep moving up the vine and get above the marked finish line. Bounce away from the vine and drop down into the blue area to complete the challenge. As soon as the vehicle reaches the blue marker, Humba claps with delight and hands over your prize.

Jinjo Challenges

Blue Jinjo Combat



The blue Jinjo in the flower garden to the north of the main chamber (access it via the short tube northwest of the gate) wants a little push. Actually, it wants a big push—right out of the flower. Dig into your blueprints and call up a heavy pushing vehicle because this Jinjo pushes back hard during the one-minute match. It needs some real horsepower, too, since the boundaries of the arena are above the petals that curve upward. Plow into the Jinjo and don't relent. If your vehicle is heavy enough, the Jinjo cannot budge you backward as you inch it up the petals and off the flower entirely.

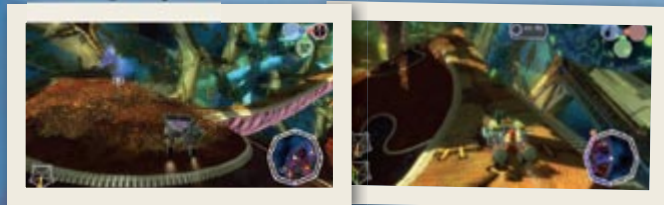
BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror

Blue Jinjo Speed



There is a blue Jinjo close to the gate. This little Jinjo wants to see you speed around the sphere, so call up one of your fastest cars from Mumbo's Motors. (Attach at least one Large Engine.) Use the fairly smooth racing loops around the outer edge of the sphere to get up enough speed to satisfy the Jinjo's speed obsession. Just motor up to the top of one of the slopes and then point your vehicle downhill. Hit the gas and rocket to your Jinjo Token.

Act 2

There are seven Jiggy challenges in the second act of this videogame world. You warp into the Terrarium of Terror via a gate in the garden chamber in the northern end of the orbiting lab. Once in the Terrarium, check a helicopter out of the garage and fly off to collect a massive haul of Jiggies.

Jiggy Challenges

1. Flashy Fly-Off

Vehicle Choice: Player

Trophy Time: 1:50

Jiggy Time: 2:20

Notes Requirement: Win the race!

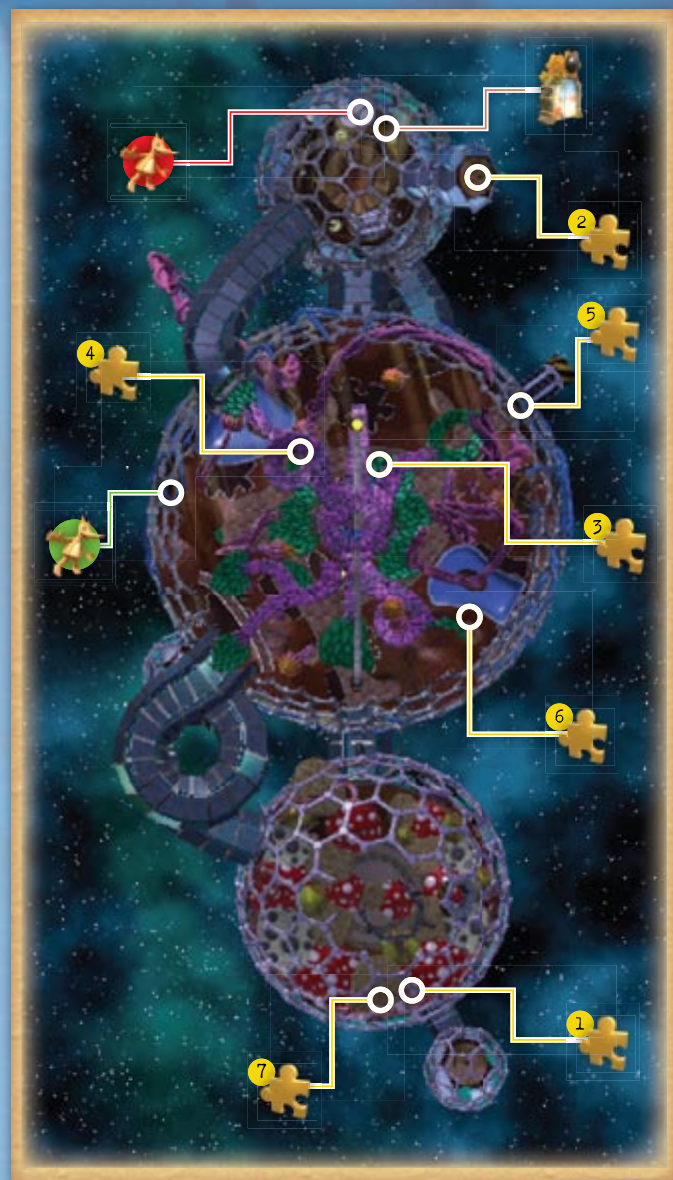


Captain Blubber has a race for you. He needs some piloting practice to get back in fighting shape for the Elite Space Heroes, so you need to race him through a series of checkpoints that

wind around the Terrarium. This race unfolds on land and in the air, so equip a vehicle with Folding Wings so you can easily transform from car to jet and back again.

TIP

It's just you and Blubber in this race, so there is no need for any weapons. Instead, trade the weight for extra fuel and power, such as a jet.



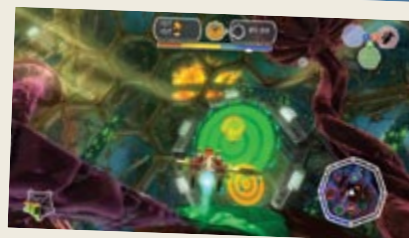
	Gate to Showdown Town		Intergalactic Binman
	Flashy Fly-Off		Germ Warfare
	Berry Ripe Indeed		Taxi of Terror
	The Saucer of Peril Returns		Jinjo Race
			Jinjo Taxi
	Great balls of Gas		

Walkthrough: Terrarium of Terror



The race opens in the middle of the mushroom chamber. Race across the shallow pool and through the tunnel that leads to the central chamber.

Follow the checkpoints north and crash through the glass barrier that divides the central chamber from the garden chamber.



Power down the main road through the chamber and watch for the hard left up a steep slope and into another tunnel.

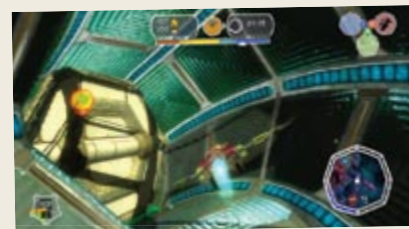


Bank left and steer upward to take off through another tunnel leading away from the garden chamber.



Steer around the columns in the tunnel so you don't get tripped up. Any crash gives Blubber a chance to catch up.

Roar through the revolving flaps at the end of the tunnel. Don't worry, they will not damage your ride.

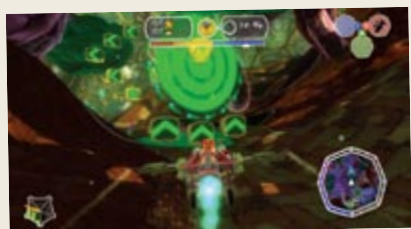


Follow the road on the other side of the tunnel up another steep slope and into another tunnel lined with columns.



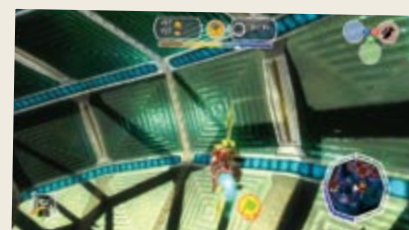
Fly across the central chamber and zoom into the tunnel to the right. This tunnel spirals around, so stick to the center of the tunnel and try to bank smoothly so

you don't clip one of the walls with a wing.



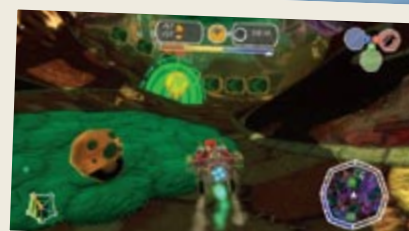
When you exit the tunnel, deploy your wings. The checkpoints are now hanging in the air.

Retract the wings near the end of the spiral tunnel. The rest of the race is back on the ground as it winds into the mushroom chamber.



Circle the vine, racing through the checkpoints.

Drive over the bumpy mushroom caps on your way to the floor of the chamber. The finish line is right below you, exactly where Blubber offered you the challenge.



BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror

2. Berry Ripe Indeed

Vehicle Choice: Player

Trophy Time: 1:15

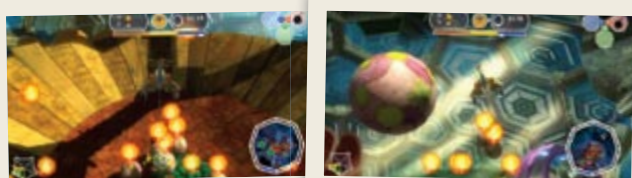
Jiggy Time: 3:00

Notes Requirement: Complete the challenge

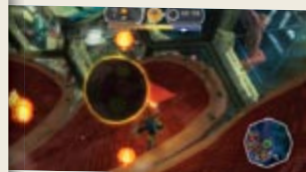


Fly through the short tunnel in the roof of the garden sphere (above the gate) to meet up with Klungo. He's had some success with the Floatberries, but needs more assistance with bringing the seeds to fruition. You must water the seeds around the garden sphere, but there is no hard rule about bringing the seeds to the water and not the other way around. So, call up a helicopter with the Sticky Ball gadget so you can pluck these seeds from the nest in the middle of the room and then drop 10 of them right into the pool below. You'll be one Jiggy richer in no time!

TIP See that big red button under the spigot? If you shoot it, the water turns on and douses the seeds in the nest.



Fly over the nest of Floatberry seeds and deploy the Sticky Ball. Rake the Sticky Ball through the seeds and pick up as many as possible in a single run. Then, fly over the pool and release the seeds by reeling in the Sticky Ball. The seeds drop straight down into the water and are sufficiently hydrated. There are 7 seeds in the nest in the middle of the room. The remaining seeds are on the small flower platforms around the chamber. Or...



Land on the nest of seeds and get out of your vehicle. Run out and lasso the seeds with your wrench and just drop them over the edge of the wooden nest. After dropping all seven in the drink, get back into your helicopter and fly to the other flowers. Drop 3 more into the water to complete the challenge.

CAUTION Be sure you don't just throw the seeds into another flower right below the nest.

3. The Saucer of Peril Returns

Vehicle Choice: LOG

Trophy Score: 425

Jiggy Score: 350

Notes Score: 1



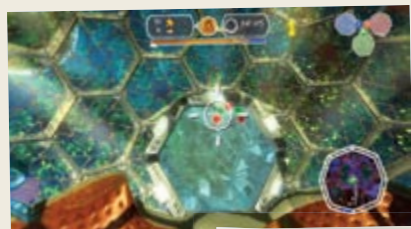
Boggy's clone has a shooting gallery challenge for you at the top of the central chamber. (He's standing on a helipad that's just loaded with Notes.) Boggy pilots you in the Saucer of

Peril. You just control the cannon onboard as it flies around the Terrarium. You must shoot colored spheres that hang in the air. Red spheres are worth 1 point. Green spheres are worth 2. And blue spheres are worth 3.



It's tough to get the 425 points needed for the Trophy on your first run through the course. You have to anticipate the placement of every collection of spheres, so just run through it once and target everything you can as you pass. Surely you'll score the 350 needed for the Jiggy. But to get the necessary 425 for the Trophy, use these tips:

Walkthrough: Terrarium of Terror



Prioritize the green and blue spheres, but never at the expense of an easy shot at a red sphere.

Your shots travel a long way, so target spheres as soon as you see them.



You get a second pass at some sphere collections, such as those in the mushroom chamber. You can see them all as you swoop

into the room from above, and then fly through it hovering over the ground.



There is no limit on your ammo, so as soon as you see some spheres, open fire and don't stop. There is no penalty to missing.

Everything looks blue underwater, but the sphere in the middle of a collection is typically the blue sphere.



When you break outside of the Terrarium, aim for the sphere collections in the back. They are worth more points. But don't completely ignore the spheres in the front.



As you near the airlock at the end of the challenge, keep your firing cursor in the northwest corner of the screen. There are several collections of spheres that fly through that quadrant of the screen. It's your best chance at pushing your score into 425-territory.



4. Great Balls of Gas

Vehicle Choice: Player

Trophy Time: 1:10

Jiggy Time: 3:30

Notes Time: 5:00



Boggy, disguised as an alien, needs your help disposing of a stinky fungus ball dropped into the Terrarium by Grunty. The fungus is now leaking gas that is harmful to the plants in the sphere. Boggy wants you to fly the fungus ball high enough (400 distance units) that it implodes due to the change in pressure. However, the closer the ball gets to exploding, the heavier it becomes. So you need a helicopter with a lot of power to offset the increasing weight of the fungus ball.

TIP Head into the garage and attach some extra engines to your Sticky Ball-carrying cargo helicopter.

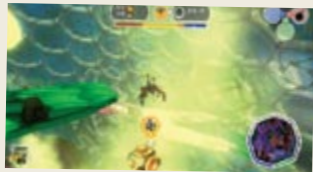
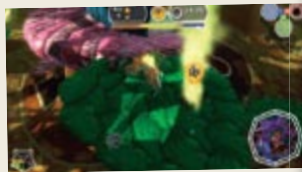
BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

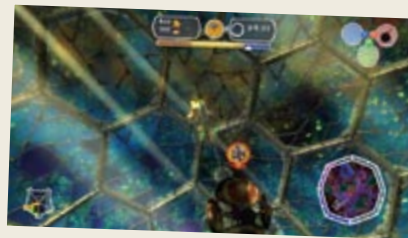
WALKTHROUGH:
Terrarium of Terror

BANJO-KAZOOIE Nuts & Bolts



Grab the fungus with the Sticky Ball. The only way to get 400 on the board is to fly the fungus ball straight up the vine in the center of the Terrarium and place it in the small chamber at the top. There are several branches and large leaves jutting out from the heart of the vine, so watch above you as you make your ascent with the fungus ball in tow.

When you reach the top of the sphere, fly through the narrow space between the vine and the tunnel leading to the upper chamber.



Once through the tunnel, fly straight up. The 400 mark is at the very top of the chamber.

5. Intergalactic Binman

Vehicle Choice: Player

Trophy Time: :45

Jiggy Time: 1:30

Notes Time: 5:00



Humba Wumba wants to clean up the Terrarium, but there is a pair of Gruntbots blocking Humba's access to the airlock. To help Humba, you must push the debris past the Gruntbots

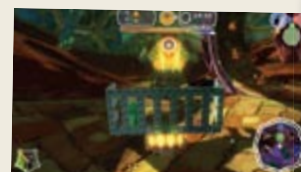
and into the airlock so it will be blasted into space—where it can eventually pollute somebody else's planet. You must toss 12 pieces of junk through the airlock.

CAUTION

The Gruntbots flanking the airlock blow mighty gusts of wind from their pieholes in an attempt to knock the debris out of the vehicle you use to transport the trash.

NOTE

To toss the trash, you just need it to touch the yellow beams at the airlock entrance. The suction will take care of the rest.



Use one of your powerful pushing vehicles to get all of the trash to the airlock in one fell swoop. Make the front of the bulldozer wide to capture the entire pile and then place forks on both sides of the front so the trash doesn't just roll away and you approach the airlock. Plus, those forks will keep the Gruntbots from blowing the trash away with their wind-making mouths.

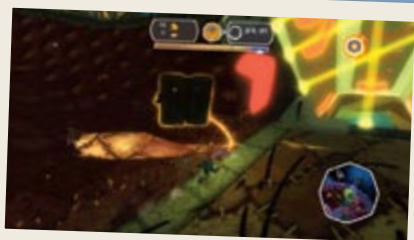


Walkthrough: Terrarium of Terror



Smash into the Gruntbots with your vehicle to knock them over and temporarily disable them.

If any of the trash escapes your pusher, hop out of the driver's seat and toss it manually to finish the job.



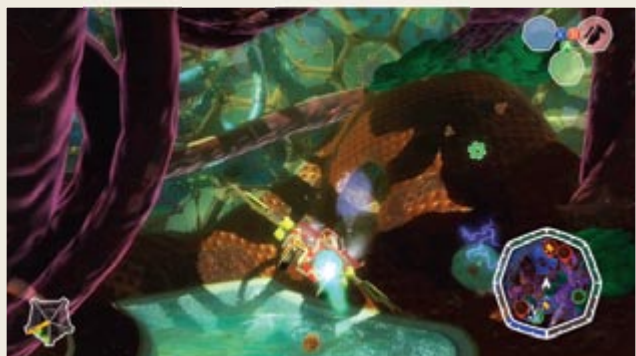
6. Germ Warfare

Vehicle Choice: LOG

Trophy Time: 1:45

Jiggy Time: 3:00

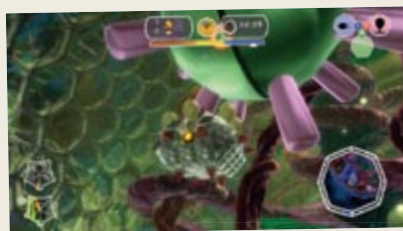
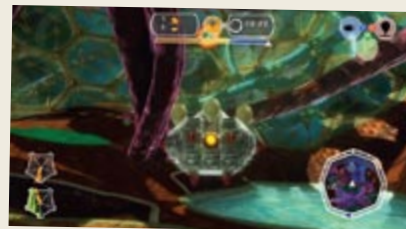
Notes Requirement: Complete the challenge!



Pikelet has a dire warning for you: enemy germs are about to breach the Terrarium. Once those germs get through the lab's filtration system, it's only a matter of minutes before they infect everybody on board with dreadful diseases. You need to take to the air and pop these germs before they can infect the crew. There's just one catch: the only vehicle available for this challenge isn't exactly the galaxy's best bug-blaster. It's a balloon-powered ball covered in spikes and armed with just a single Egg Gun. You must ram the germs with your spikes to pop them or target them from a distance with the Egg Gun.

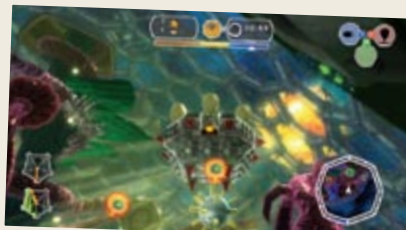
When the challenge begins, inflate the balloons and rise to the top of the chamber to meet the giant germ head-on. You have a Small Jet onboard that helps with

directing the pod around the chamber, but you must rely on the balloons to rise and fall. When you need to drop, just deflate the balloons. But be warned, this pod sinks like a stone since it's built with heavy materials. When you inflate the balloons again, you still drop for at least another second before the buoyancy of the balloons kicks in.

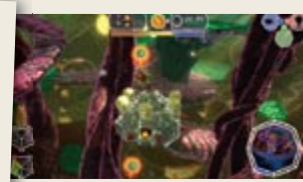
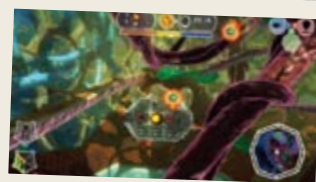


Pop the big germ by ramming it from below with your spiky pod. The germ splits into two medium-sized germs you must now chase down.

Raise the pod so you are level with the medium-sized germs and lay into it with the Egg Gun. Stop shooting when it pops.



CAUTION You have very limited ammo for the Egg Gun. Once you run out, you're stuck with just ramming the germs.



It's not easy chasing down the germs, so divide the central chamber into two hemispheres. Clean out one half before descending to the other. The bottom of the chamber is full of vines, branches, and leaves—plenty of stuff to get tripped-up on as you inch toward the germs in this pod.

BANDITO'S BACK

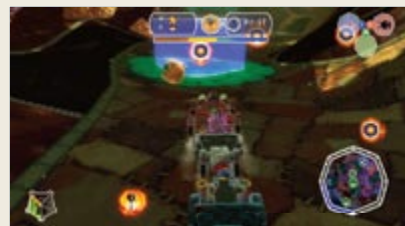
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror



1. Main floor of the central chamber



2. Underwater area accessible via pond in central chamber



3. Leaf on the large vine in central chamber



4. Next to gate in garden chamber to the north



7. Taxi of Terror

Vehicle Choice: Player

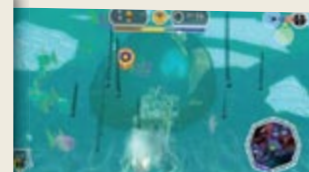
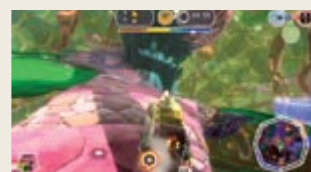
Trophy Time: 2:00

Jiggy Time: 3:30

Notes Requirement: Successfully complete the challenge!



Jolly Dodger is in a bit of a pickle. He needs to drop his research team at specific points around the Terrarium, but he doesn't have adequate programming to drive a vehicle. So, he needs you to zoom out across the Terrarium and deliver the 4 people. You need to build your own taxi for this challenge, but there is one spare Large Passenger Seat next to Boggy, which you can attach to any vehicle at the start of the game. If you dig into your blueprints, you can use LOG's Snake Taxi from Banjoland or buy the Humba Taxi 4 blueprint from Humba Wumba. Just make sure that you upgrade these vehicles with the Scuba Seat and a Large Engine. The four drop-off spots are:

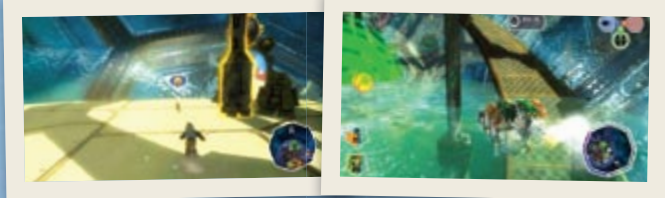


Now, start winding around the vine to reach the leaf drop-off spot. After delivering this passenger, just drive off the vine and bang to the ground near the pond. Stop and back up to pick up your fare (who undoubtedly was bounced out of the taxi on impact) and then slide under the waves of the pond. Steer down the underwater tunnel and race into the drop-off zone to finish the task and collect your reward from Jolly Dodger.

Walkthrough: Terrarium of Terror

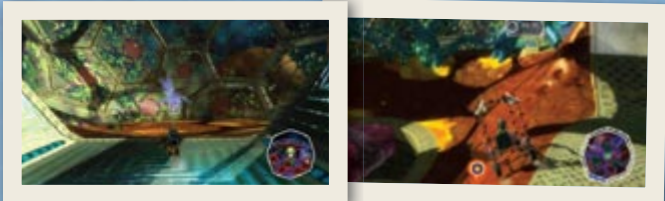
Jinjo Challenges

Red Jinjo Race

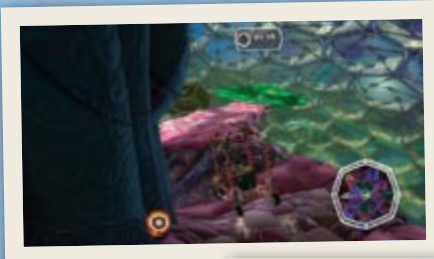


A red Jinjo dances next to the gate. This Jinjo wants to race you around the pool at the bottom of the chamber. It's an extremely short race, made even shorter by the Jinjo's incredible speed. You must match it with one of your fastest boats. (Think: Large Engine and Large Propeller.) When the race begins, you whip around the pool in a tight circle. Just bump the Jinjo out of the way to take the lead and then avoid striking any of the pillars supporting the artificial flowers to maintain first place. After three fast laps, the race ends.

Green Jinjo Taxi



The green Jinjo near the roof of the central chamber needs a lift to the bottom of the chamber within 2:30 minutes. However, the taxi is missing its engine. Rely on momentum to get to the bottom of the chamber. Roll down the vine to reach the bottom, which requires delicate steering. If you tumble off the vine, you lose the Jinjo. At the start of the challenge, roll down on to the pathway that spirals down the vine.



Actively use the brakes to keep from going too fast and flying off the steep path.

Stay on the path until you reach the very bottom of the chamber. Don't try a shortcut off the path. The impact of hitting the ground will ditch the Jinjo.



Act 3

Return to the third act of the Terrarium of Terror to scoop up another five Jiggies and more Jinjo Tokens to use in Showdown Town.



	Gate to Showdown Town		Flower Power Shower
	Time for a Cuppa		Family Misfortunes
	Super Sally		Jinjo Race
	Hovering Harvest		Jinjo Fetch
			Jinjo Hurl

BANDI'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror

Jiggy Challenges

1. Time for a Cuppa

Vehicle Choice: LOG

Trophy Time: 2:30

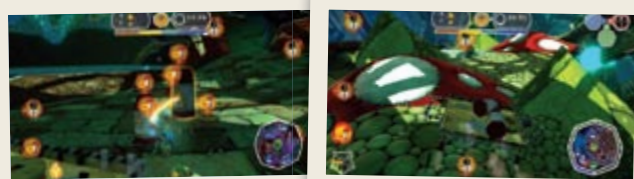
Jiggy Time: 3:45

Notes Requirement: Successfully complete the challenge!

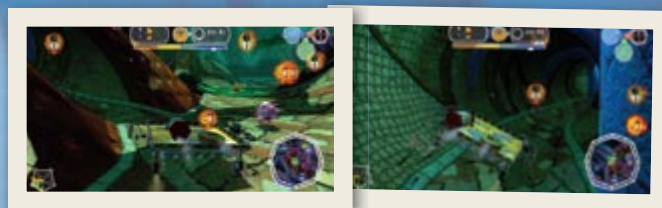


Jolly Dodger has been charged with delivering refreshments to the crew around the Terrarium. And, of course, he's foisting that responsibility off on you—but at least it's in exchange for a Jiggy. You are given a giant rolling tea tray to carry the tea and cookies to the crew. But this tray is pretty shallow, so if you bump the vehicle, you risk losing your snacks. You must satisfy the grumbly tummies of four crew members before time is up to win the prize.

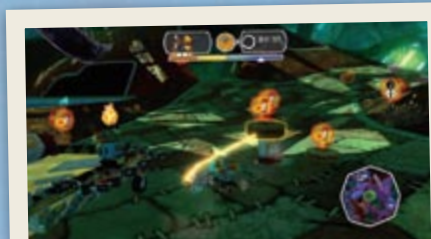
NOTE You do not need to physically hand the treat over to the crew member. Just drive the tray close enough to the hungry workers and they will take it for themselves.



Don't crowd the tray with all of the snacks. The four crew members are spread out. To reach them, you will pass by the snacks one more time. So just take three items from the snack supplies and place them on the tray for starters. Then, drive south and deliver the first bit of eats to Pikelet in the mushroom chamber to the south.



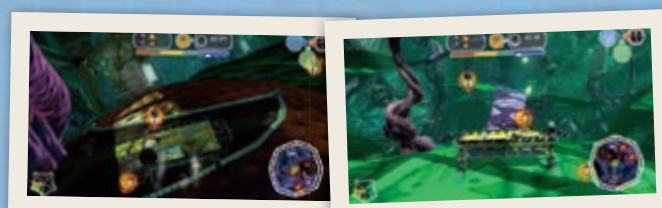
After Pikelet has been sated, return to the central chamber, but veer off to the left and dart into the organic tunnel. Drive carefully through the tunnel since your wide tray can clip the column. If you get going too fast and hit a column, you'll launch the lunch. Klungo is halfway down the tunnel and swipes his snack as you drive by him.



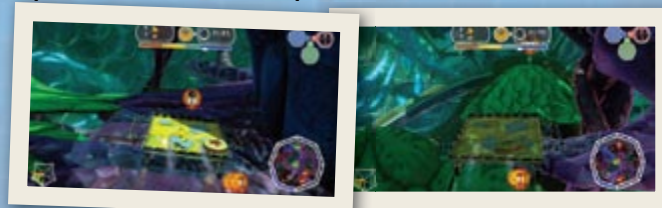
Exit the tunnel and drive back down to the snack pile. Place some more treats on the tray.

TIP

You have quite a bit of time to deliver the snacks and still earn the Trophy, so watch your speed. If you get going too fast, any slip-up can scatter the snacks. You'll need a lot of time trying to recover them.



Drive up the hillside to the north of the snacks. Captain Blubber is in the garden chamber waiting for his hunger relief. Pull alongside Blubber so he can snag his snack and then retreat from the chamber. However, don't drive back down to the main floor. Instead, ease the tray across the branch directly across from Blubber.



Pilot the tray up the winding path around the vine. After the slippery part of the path, turn out on to the leaf. Gingerly drive off the leaf toward the crew member below. When the tray clatters to the floor, jump out and pick up the snack with your lasso if necessary. Deliver the fourth and final snack to Humba Wumba to complete the challenge.

Walkthrough: Terrarium of Terror

2. Super Sally

Vehicle Choice: LOG

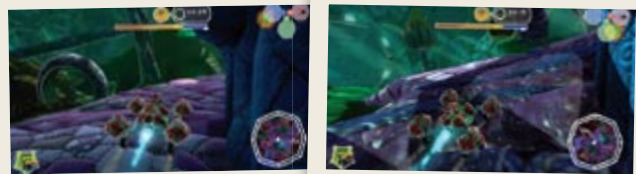
Trophy Time: 1:20

Jiggy Time: 1:50

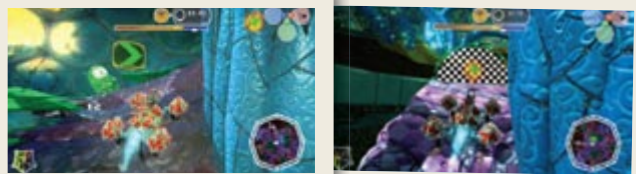
Notes Requirement: Complete the challenge!



Captain Blubber just got his mitts on a brand-new moon buggy called Super Sally. But that hungry, hungry hippo drank too much of Klungo's Floatberry juice and now he cannot sit still behind the wheel. Blubber asks you to put the buggy through its paces and race it to the top of the vine.



Super Sally is indeed quite super. The buggy is fitted with a Large Jet that might actually be too much power for the narrow spiral path. So, don't lay on the gas as you race up the vine. Use the jet in small doses, powering the buggy up the path one revolution at a time.



Stick to the inside of the path and be gentle with that engine. If you get going too fast, you'll roll off the path. The finish line is at the very top of the vine. Just power through it to complete the test drive and collect your prize from Blubber.

3. Hovering Harvest

Vehicle Choice: Player

Trophy Time: 1:45

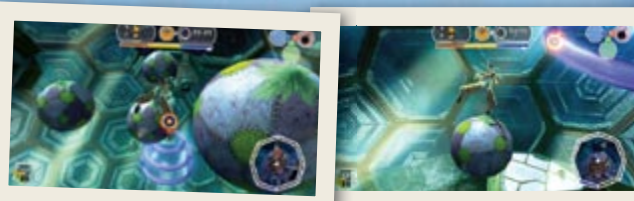
Jiggy Time: 3:30

Notes Requirement: Complete the challenge!



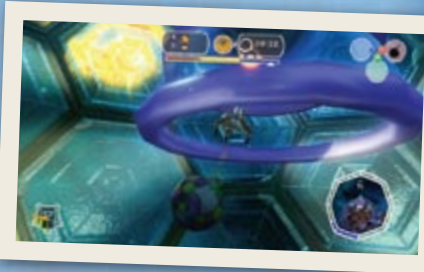
Klungo's Floatberries have come to fruition. But there's just one little problem—they float! Klungo needs you to use your vehicle prowess to snare four of the Floatberries along the ceiling of the garden chamber and drag them into the hopper. Once four Floatberries have been successfully harvested, you are awarded a prize.

NOTE Use a helicopter equipped with a Sticky Ball to capture the fruit and fly them into the hopper.



Deploy the Sticky Ball as you fly into the field of hovering Floatberries. Drag the Sticky Ball through the berries. When you snag one, lower the chopper and fly toward the purple harvester on the northern side of the room.

Dip underneath the hopper and then rise up inside it. Release the Floatberry inside the cone and the machine automatically sucks up the berry.

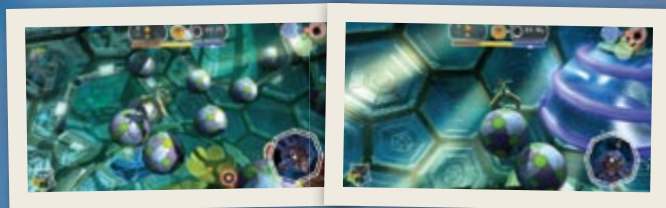


BANDIT'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror



If you want to go for the Trophy, try to grab two berries at a time. Rise above the berries and deploy the Sticky Ball. Now, carefully swing through the field and swing the Sticky Ball between two berries close to each other. The Sticky Ball is big enough to bridge the gap and grab the two berries. Now you have half of your needed harvest!

4. Flower Power Shower

Vehicle Choice: Player

Trophy Time: 1:00

Jiggy Time: 2:00

Notes Requirement: Successfully complete the challenge!

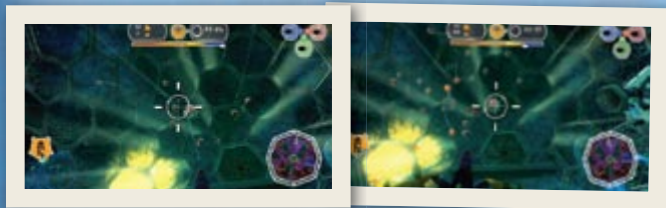


Pikelet stands watch over what looks like a giant asparagus. Apparently the vegetable is about to burst, releasing a cloud of Gruntbots into the Terrarium. He needs you to shoot down at

least 50 of the Gruntbots to keep the place from being overrun by the little mechanical beasties. You don't have much time, either, so prep a vehicle that's ready to blast as soon as the challenge starts.

TIP

There are two vehicles you can use in this event. One, assemble something with an Egg Cannon and a lot of ammo. Two, put every single Egg Gun you have on the front of a chopper and attach plenty of ammo.



As soon as the challenge begins, open fire. If you are using a line of Egg Guns, rise into the air and hover on level with the swarm and then just fill the sky with Egg Pellets. If you are using an Egg Cannon, hop out of the driver's seat and get in the turret. Aim at the horde of Gruntbots and keep firing as you sweep the skies with the cursor. The auto-aim helps perfect your shots so you can burn through 50 targets within the minute needed to earn the Trophy.

5. Family Misfortunes

Vehicle Choice: Player

Trophy Time: 1:45

Jiggy Time: 3:15

Notes Requirement: Don't break the alien's container!

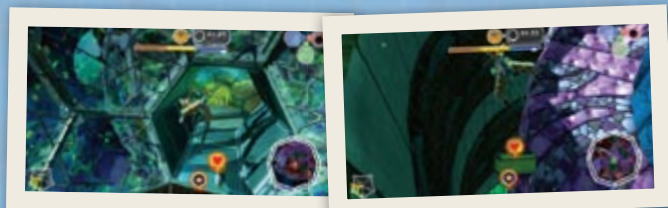


In the chamber above the huge vine, Boggy (still wearing that silly alien get-up) asks you to transport an alien-in-stasis to a cool area so its vital signs can stabilize. Boggy suggests a pond in

the central chamber of the Terrarium where some other alien pods are currently resting. Take that container to the bottom floor as quickly as you can!

TIP

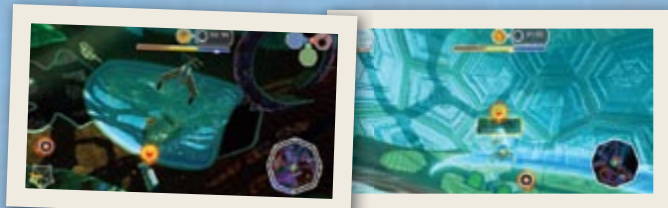
The Sticky Ball proves its value again in this mission. Attach one to a helicopter and then accept the challenge.



Pick up the alien container with the Sticky Ball and then drop out of Boggy's chamber to the large chamber at the top of the vine. Squeeze the helicopter through the hole in the floor and around the massive vine. Once you clear the hole, quickly descend to the bottom of the central chamber.

CAUTION

Avoid banging the container against the vine or the walls as you descend. If you break the container, you fail the challenge.



Lower the container into the pool of water in the northwest of the central chamber. Release the container and then get out of your vehicle. Grab the container with your wrench and swim through the tunnel at the bottom of the pond. Take the left tunnel at the bottom of the pond and swim quickly to the collection of alien containers. As soon as you reach the other containers, the vitals of Boggy's alien friend return to normal and the challenge ends in success.

Walkthrough: Terrarium of Terror

Jinjo Challenges

Orange Jinjo Race



The orange Jinjo on the main floor of the central chamber wants to race. It's a short race, but this Jinjo has some serious speed. You need to roll out a fast car for this land-based race through the mushroom chamber and back into the central chamber. Overtake the Jinjo as soon as possible since this race only lasts approximately 45 seconds. The course swings around the pool in the mushroom chamber before returning to the central chamber and ducking into a tunnel. Roar through the tunnel and power toward the finish line near the vine.

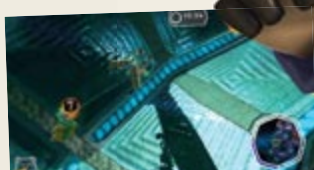


Red Jinjo Fetch



The little red Jinjo in the secret chamber off the garden chamber has lost its ticket. It needs that ticket to get back home, so if you find it and bring it back, it will trade it for a Jinjo

Token. The Jinjo offers no help for finding the ticket, just that you need an air vehicle. Select a helicopter with the Sticky Ball gadget for this errand.



The ticket is on the other side of the Terrarium, in the mushroom chamber. Fly over the mushroom caps and grab the ticket with your Sticky Ball. Then, fly back to the Jinjo and deliver it to earn your prize.

Orange Jinjo Hurl



The orange Jinjo on the vine leaf near the center of the main chamber wants you to bounce it over 550 distance units. The Terrarium is full of hills and slopes, so rolling it around wouldn't normally be a challenge—but all of the sticks, leafs, and aliens can really put a hiccup in the plan. To maximize your hurl, choose a vehicle with a fast engine and bumpers so you get that extra bounce.



Roll the Jinjo up the vine first. As it rolls up, you get some extra distance on the board before gravity takes over and reverses the Jinjo's roll. Now, it screams off the vine and rolls around the floor of the central chamber, picking up extra distance units.



BANTO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror

Act 4

The fourth act of the Terrarium of Terror is upon you. Delve into the laboratory and take on challenges from your friends. Although you might have enough Jiggies to open the way to Spiral Mountain, there are still a few acts with greater Jiggy entrance fees than the battle for your home. Keep collecting Jiggies to unlock every corner of LOG's videogame universe.

Jiggy Challenges

1. Space Bandits Ahoy!

Vehicle Choice: Player

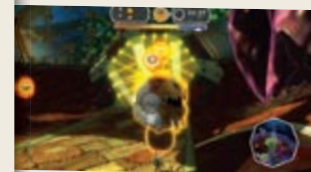
Trophy Time: 1:30

Jiggy Time: 3:00

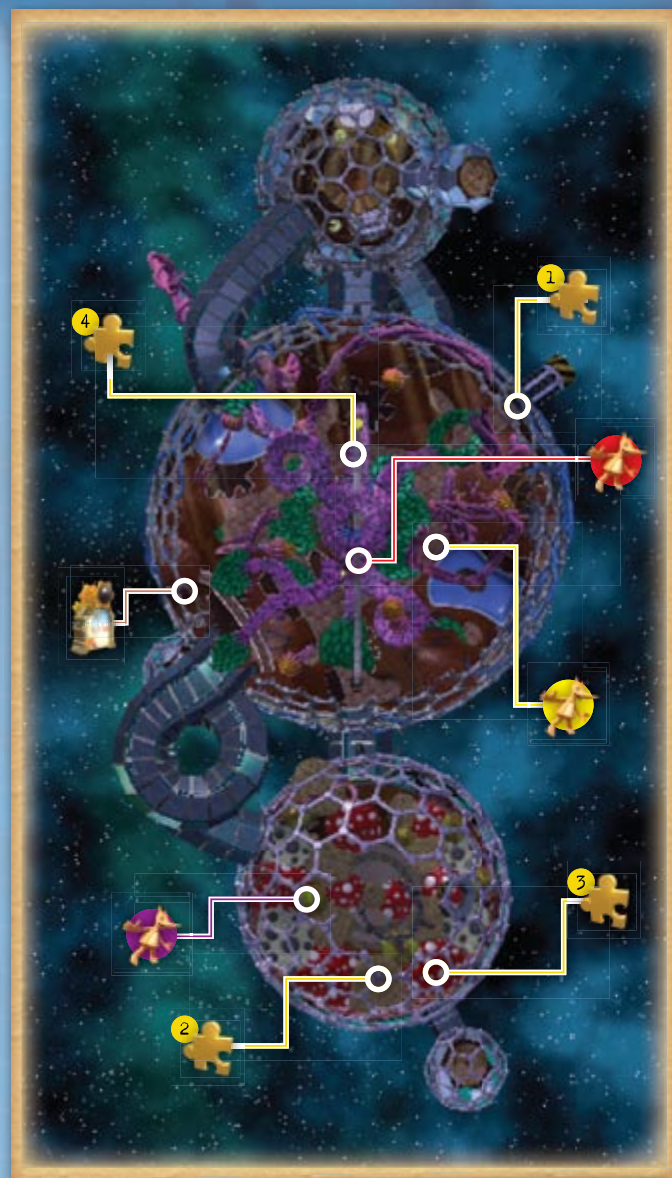
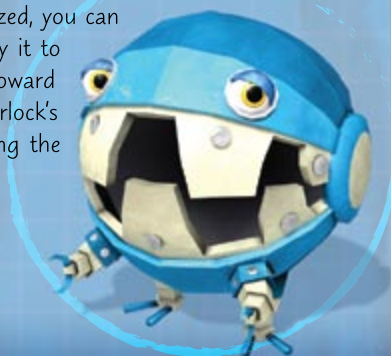
Notes Requirement: Complete the challenge



Captain Blubber is sounding the alarm. Space bandits are en route to the orbiting lab with orders from Grunty to trash the place. There are four bandits in this mischievous posse that must be eliminated. The fastest way to deal these Gruntbots out is to blast them through the airlock, just like space junk. To round up the Gruntbots, roll out one of your large pushing vehicles.

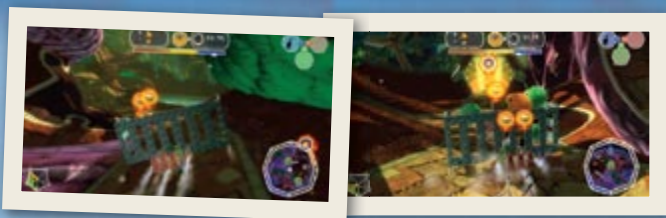


One of the four Gruntbots is larger than the others. Trying to corral it along with the smaller three is too much trouble, so zero in on this palooka at the start of the challenge. Hop out of your vehicle and bop the Gruntbot once with your wrench. While dazed, you can pick up the bandit and carry it to the airlock. Just push it toward the yellow beams and the airlock's mechanism will open, drawing the bandit into space.



- | | |
|-------------------------|--------------------|
| Gate to Showdown Town | 4 No-Armed Bandits |
| 1 Space Bandits Ahoy! | Jinjo Fetch |
| 2 Uranus Mud Monsters | Jinjo Taxi |
| 3 To Boldly Go Anywhere | Jinjo Race |

Walkthrough: Terrarium of Terror



Next, it's time to round up the smaller three Gruntbots. They spread out a little while you are handling the big guy. Get back in your pusher and drive the circle around the vine, scooping up the three smaller Gruntbots. Then, force them over to the airlock and discharge them from the Terrarium.

TIP If you're having trouble wrangling one of the Gruntbots, get out of your vehicle and bonk it with your wrench. While dazed, the Gruntbot offers no resistance.

2. Uranus Mud Monsters

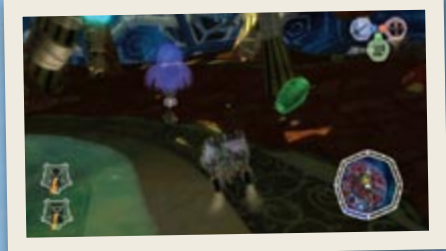
Vehicle Choice: Player

Trophy Score: 15

Jiggy Score: 10

Notes Score: 1

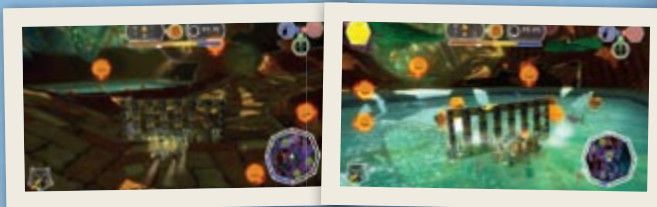
Klunko has finally made some new friends, the mud monsters from Uranus. But Klunko had no idea that water was so bad for these aliens. He needs you to rush around the Terrarium and scoop the mud monsters out of the ponds before they dissolve. You have only 3:30 to rescue at least 10 mud monsters. If you manage to pull 15 out of the pools, Klunko gives you a reward.



TIP You need a pusher vehicle to get the mud monsters out of the pool in groups. Modify one of your existing pusher vehicles with propellers and Floaters so it can travel on water. Just make sure to place Floaters on the front of the vehicle so it doesn't tip and sink in the water.



There are 7 mud monsters in the pool in the mushroom chamber, giving you a great headstart on the challenge. Drive into the pool and capture as many monsters in your pusher as can fit and then drive them up on to the shore. You have to get them over the lip or else they will just roll back into the water.



After saving the mud monsters in the mushroom chamber, drive to the southern pond in the central chamber. There are 5 monsters in this pool. Steer into the pool and gather up the monsters into a single group. Then, hit the gas and push them all over the lip so they safely roll away from the pool.



There are another 5 mud monsters in the northwest pool of the central chamber, all grouped close together. Drive into the pool and gather up all of the monsters so you can push them out together before time runs out.



BANDITO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror

BANJO-KAZOOIE NUTS & BOLTS

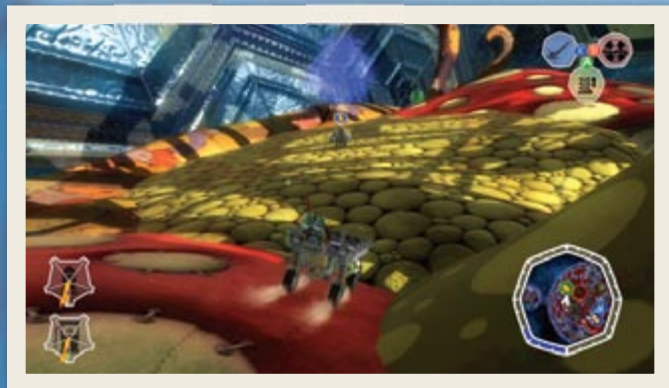
3. To Boldly Go... Anywhere

Vehicle Choice: Player

Trophy Time: 2:00

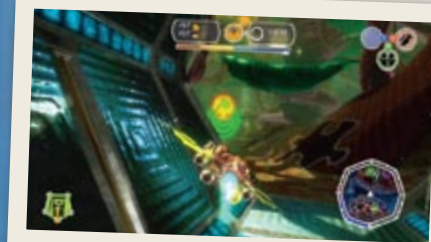
Jiggy Time: 2:40

Notes Requirement: Win the race



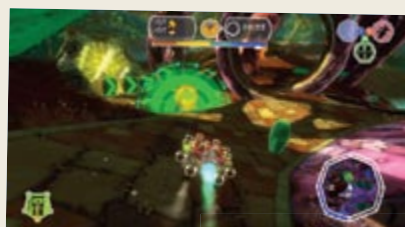
Inspired by his favorite sci-fi television shows, Pikelet built his very own space ship—the Enterprisin' Millennial Liberator. This ship can travel on land, sea, and air. And now Pikelet thinks he can humiliate you in a race with his ship. If you can prove him wrong, Pikelet will give up his Jiggy. You must build a vehicle capable of taming land, sea, and air. So, head into the garage and fit your fastest car with Folding Wings, Floaters, and Jets. Once you have a rig suited for this triathlon, return to Pikelet and accept his challenge.

The race lurches to a start on top of the bumpy mushroom caps before turning off into the central chamber.



Open the wings as you approach the central chamber so you can fly through the next series of checkpoints.

CAUTION You cannot open Folding Wings if there are obstacles on either side of your vehicle. If the wing bumps into something, even as it's almost fully extended, the pair retreats back into the vehicle.



Drop back to the ground when the track turns east at the loops.

Sink into the northwest pond and slip into the tunnel.

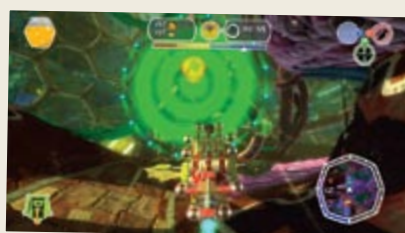


CAUTION Make sure your Floaters are deflated at the beginning of the race. That way you don't have to worry about it when you finally do approach the water.



Power through the underwater checkpoints using the green chevrons as guides.

As you exit the pool, inflate the Floaters so you surface right away and don't lose any time crossing back onto land.



As soon as your wheels are dry, pop the wings and take off again to race through the next few checkpoints in the sky above the central chamber.

Walkthrough: Terrarium of Terror

Don't furl the wings as you approach the tunnel. Just fly low to pass through the tunnel checkpoints so you are ready to pull up on the other side and pass through the next few checkpoints.



As you approach the mushroom chamber again, make sure your Floaters are inflated so you can perform a hairpin turn on the pond.

Follow the checkpoints back up on top of the mushroom caps with your wings extended. Zip through the chain of checkpoints to finish the race and claim your prize.



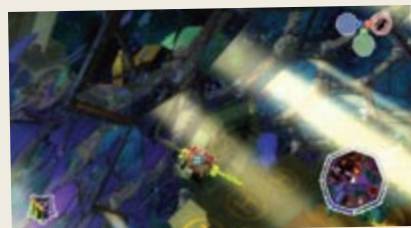
4. No-Armed Bandits

Vehicle Choice: LOG

Trophy Time: 1:15

Jiggy Time: 2:30

Notes Requirement: Complete the challenge!



open again and an entire platoon of Gruntbots snuck aboard the orbiting lab. Humba needs you to clear out the Gruntbots before they make enough trouble to irreversibly ruin some of the experiments. To win this challenge, you must destroy 10 Gruntbots within the time limit. Thankfully, the tank LOG provided comes equipped with a Torpedile on top (hey, that's a good idea...) which can destroy a Gruntbot with a single direct hit. However, you won't have enough ammo to achieve

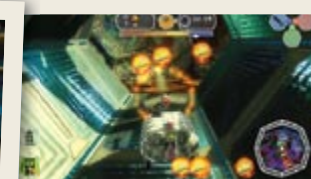
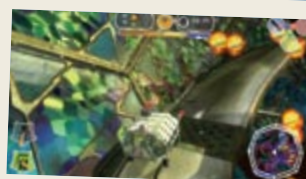
victory until you retrieve the Medium Ammo from the Mumbo crate nearby. Bolt it to your vehicle and take out those Gruntbots!



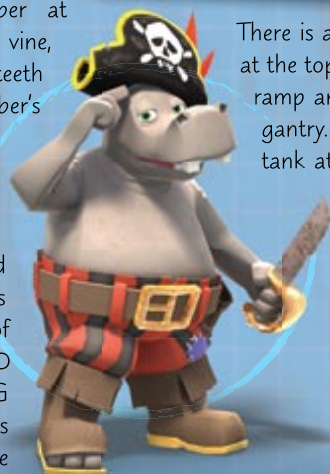
Drive the tank off the helipad and down to the main floor of the chamber. Follow the Gruntbots as they flee from you, hammering their backsides with the Torpedile. This is a homing missile, so as long as there is a clean path toward the Gruntbot, it will arc after it and connect. Keep firing until the ground floor is empty of Gruntbots.



Watch out for Gruntbots trying to escape the carnage via the tunnel. Chase them down and pop them as they run.



There is a batch of Gruntbots in the secret chamber at the top of the Terrarium. Drive up the upholstered ramp and make a hard right turn on to the metal gantry. Turn into the secret chamber and park the tank at the door. Lay on the Torpedile to destroy the trapped Gruntbots and finish the challenge.



BANDIT'S BACK

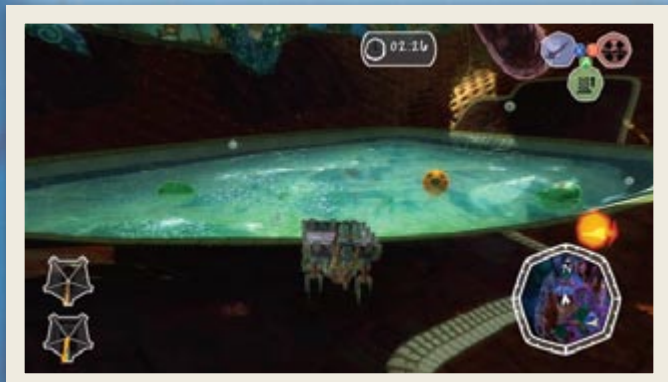
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Terrarium of Terror

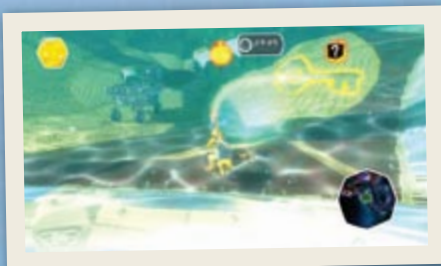
Jinjo Challenges

Yellow Jinjo Fetch

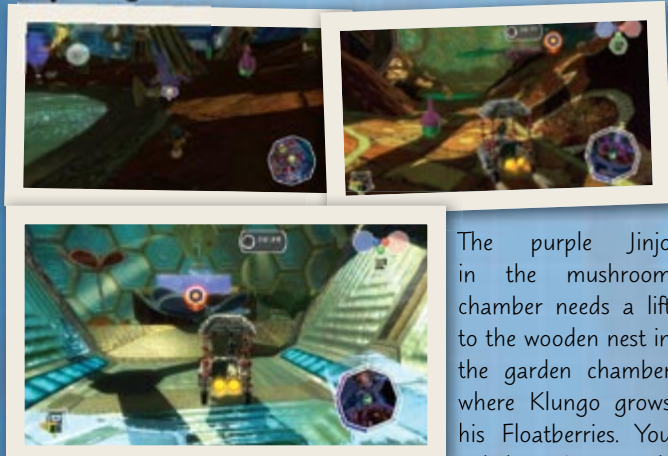


There is a yellow Jinjo on a leaf in the central chamber that's lost something very precious—its Ice Key. The Jinjo needs it back, bad enough that it will trade a Jinjo Token for it. The Ice Key is somewhere underwater though, so make sure you select a vehicle with a Scuba Seat. Your trolley is actually a pretty good pick for this challenge. Drive to the pond in the northwest area of the central chamber and then drop into the tunnel in the pond's floor.

The key is located in the same chamber as the alien containers from the previous act. Place the Ice Key on your vehicle's storage and then backtrack out of the pond. Take the Ice Key to the Jinjo and claim your reward.



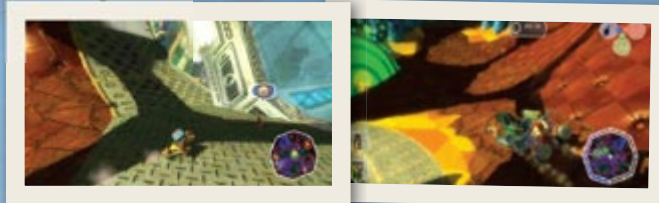
Purple Jinjo Taxi



The purple Jinjo in the mushroom chamber needs a lift to the wooden nest in the garden chamber where Klungo grows his Floatberries. You only have 40 seconds

to make the trip, so LOG lets you borrow a jet-powered taxi. Race the Jinjo out of the mushroom chamber and across the roads in the central chamber. Drive up the hill leading to the garden chamber and jump off the edge to land right in the middle of the nest.

Red Jinjo Race



There is a speed-freak red Jinjo in the chamber at the top of the vine. The Jinjo challenges you to a quick race around the chamber. You must call out your fastest car because this Jinjo doesn't have any brakes. The race is three laps, but each lap only lasts about 5 seconds. When the race starts, hit the gas and stick close to the inside of the track so you can shave a second or two off your time. Just don't accidentally drop down the vine.

Act 5

The final act of the Terrarium of Terror is another showdown with Grunty. The witch holds a valuable prize that may not look all that spectacular, but it is incredibly useful to you on your hunt for Mumbo Crates. Defeat the witch to add the Horn upgrade to your Showdown Town trolley and dispel the ghosts that guard the last batch of Mumbo Crates. There are also 5 Jinjos in this act, so if you want to complete King Jingaling's Bingo Palace, you better get moving and earn those tokens.

Jiggy Challenges

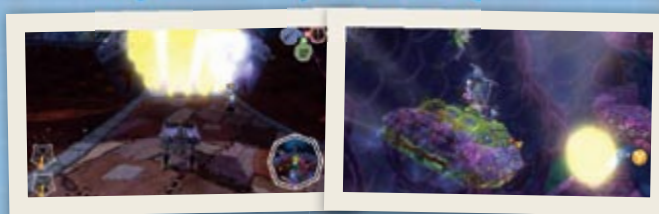
1. Unpleasant Fat Daf

Vehicle Choice: Player

Trophy Time: 0:30

Jiggy Time: 3:00

Notes Requirement: Complete the challenge!



Grunty has constructed a real gas-guzzler—and she is proud of it! This massive tank floats through the air on the strength of four jets and has an onboard Chameleon so she can go stealth at the flip of a switch. She dares you to chase her down inside the Terrarium. If you can blast her out of the sky, you win her Horn upgrade. But before you can snipe her ship, you have to be able to see it...

Walkthrough: Terrarium of Terror



	Gate to Showdown Town		Jinjo Taxi
	Unpleasant Fat Oaf		Jinjo Combat
	Jinjo Hurl		Jinjo Fetch
			Jinjo Speed

TIP The best weapon to use against Grunty's UFO is the Laser. It cuts through thick armor within seconds and can slice her driver's seat free of the vehicle with a single blast. Place it on the front of a helicopter along with a Torpedile and then return to the Terrarium to accept the challenge.

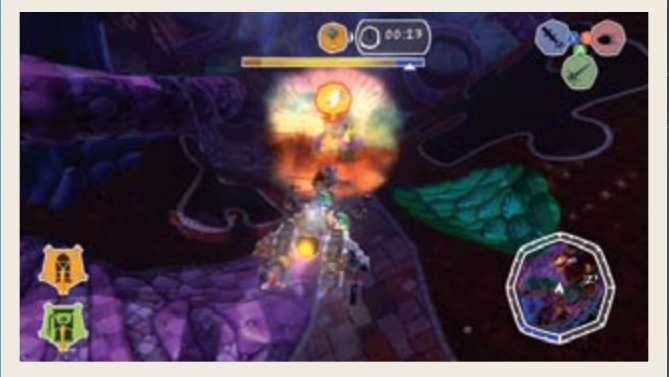


Grunty begins the mission directly in front of you. You can see her for just a second before she engages the Chameleon. However, she's not entirely invisible. Look closely. There is a shimmering outline of her UFO still visible to the naked eye. Plus her ship doesn't move terribly fast as it leaves the ground. This gives you a few seconds to cut through her ship with the Laser.



Grunty has a Suck 'n' Blow onboard, too. If you hit her with the Laser and disable the Chameleon, she unleashes a wind gust to blow you away from her UFO while she retreats and tries

to turn the Chameleon back on. If she gets out of your sight for even a second, you'll lose her in the branches and leaves, making it especially tough to land the Trophy for this challenge.



After you disable her Chameleon, don't just keep firing the Laser into her vehicle. Unleash the Torpedile, too. Pound her with missiles while slicing away with the Laser. You rip the UFO to shreds and send Grunty tumbling to the ground in defeat.

BANDY'S BACK

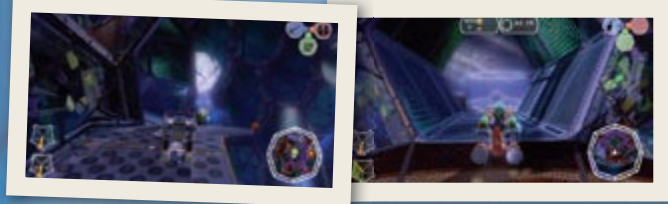
HOW TO PLAY

MUMBO'S GARAGE

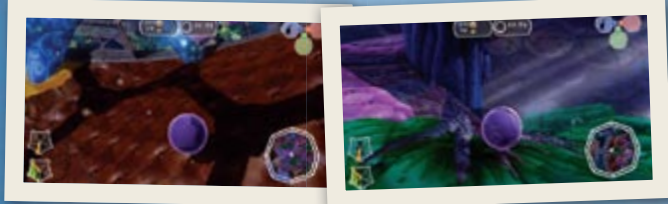
WALKTHROUGH:
Terrarium of Terror

Jinjo Challenges

Purple Jinjo Hurling

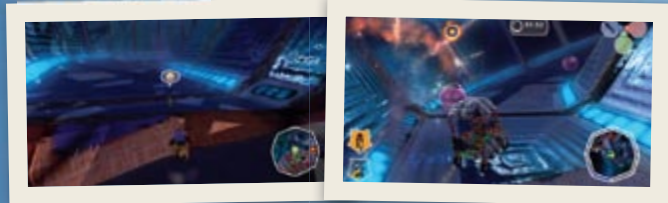


This poor Jinjo wanted to be a professional racer, but it just didn't pan out. Give this Jinjo a push in the right direction to get its career back on track. The Jinjo is located in the chamber at the very top of the Terrarium of Terror, above the vine. It's a long way to the ground, which is good because this Jinjo wants to be pushed 1,000 distance units. So, pick a fast car with bumpers and launch that Jinjo into the chamber with the top of the vine.



Bounce the Jinjo off the opposite wall of the chamber so it rolls around the chamber at least once, picking up distance. If the Jinjo doesn't roll down the hole at the top of the vine, restart the challenge. Once the Jinjo passes through that hole and starts bouncing down the height of the vine, it picks up speed and puts lots of distance on the board. By the time it touches down on the ground, it should be at around 1,000. Anything on top of that is just gravy.

Yellow Jinjo Taxi



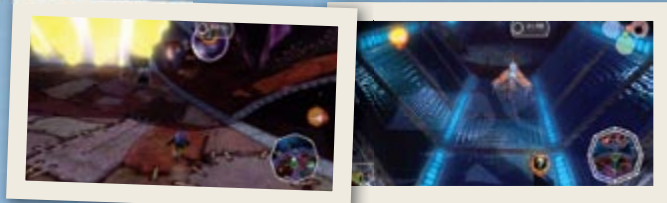
The yellow Jinjo in the mushroom chamber is sick and tired of looking at fungi. It wants a lift to somewhere fungus-free, like that central chamber with the giant vine. LOG offers you a taxi to get the Jinjo to the central chamber that's equipped with a Torpedile. Use the Torpedile to blast the Bouncer Gruntbots in the tunnel between the mushroom chamber and the central chamber.

Green Jinjo Combat



There is a green Jinjo on the vine that invites you to a sumo match. You must push the Jinjo off the leaf, which is angled and odd-shaped, within one minute or you forfeit. This Jinjo is strong, but if you load up a pushing vehicle with powerful engines, you can out-match the Jinjo and shove it right off the edge of the leaf within seconds.

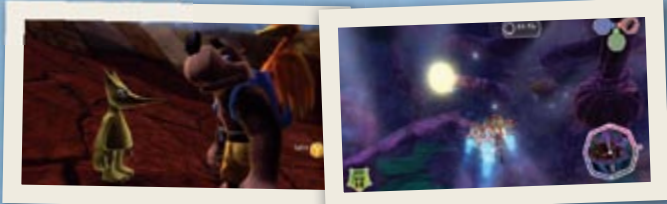
Purple Jinjo Fetch



There is another purple Jinjo in this act, but it's down in the mushroom chamber. The Jinjo has lost its diary—the one with all of those repressed alien abduction memories. The Jinjo needs that diary back before it falls into the wrong hands. The Jinjo offers a little clue: It's afraid the book might be thrown out with the trash. Select a helicopter with the Sticky Ball gadget so you can take to the skies and quickly recover the diary from near the airlock.

Sure enough, the diary is on the ground just outside the airlock. Deploy the Sticky ball and pick up the diary. Return it to the purple Jinjo in the mushroom chamber to the south to pick up another helpful Jinjo Token.

Yellow Jinjo Speed



The yellow Jinjo in the garden chamber where Klungo grows his Floatberries made a bet with his mate about bears not being able to go very fast. The Jinjo will give you a Token if you can prove his friend wrong about slow bears. The speed marker for this event is three-quarters around your map—you need real speed for this event. Attach three or four Large Jets to your vehicle and blast out of the garden chamber to hit the speed marker and bank the prize.

Walkthrough: Spiral Mountain

World 6: Spiral Mountain

Banjo and Kazooie have harvested coconuts in Nutty Acres under threat of Gruntbot attacks. They've pushed back against bugs and glitches in the Logbox 720. Walked down memory lane in Banjoland. Ran a victory lap around the great Jiggosseum. Ventured into the Terrarium of Terror and come out unscathed. And now it's time to complete LOG's final videogame challenge and claim absolute ownership of Spiral Mountain. Do bear and bird still have enough left in reserve to stare down Grunty one last time? If Banjo and Kazooie can complete these final two challenges, their home is forever theirs—and that's all the inspiration they need to tee up one last vehicle to bring down Grunty and put an end to her wretched poetry.

Act 2

As soon as you bank 75 Jiggies, the door to Spiral Mountain opens at LOG's videogame factory in Showdown Town. The battle for Spiral Mountain spans just two challenges. The first challenge is given to you by LOG himself. It's a six-part mission to test your prowess in the garage. You can create only one vehicle to perform multiple tasks, such as pop balloons, carry cargo, and push giant vegetables. If you prove yourself in this contest, LOG stands aside so you may enter the final showdown with Grunty.



Spiral Mountain Act 2 Collectibles

	Challenge Name	Character
1	Six of the Best	LOG
2	Spiral Mountain Showdown	Grunty

NOTE

The first challenge is worth 6 Jiggies. After finishing the challenge, return to Showdown Town and collect your Jiggies from the vending machine next to LOG's palace. The 6 Jiggies will help open even more doors in Showdown Town so you can keep banking Jiggies. The final battle with Grunty is worth only 1 Jiggy.

Jiggy Challenge: Six of the Best

Vehicle Choice: Player

Trophy Time: 2:25

Jiggy Time: 4:30

Notes Requirement: Complete the challenge!



LOG is waiting for you on top of Spiral Mountain in the center of the stage. He's pleased to see that you've made it this far, although he wrongly thinks it had something to do with

luck. No, you're here because of pure skill and it's time to show LOG that you indeed have what it takes to declare yourself the best player in LOG's videogame universe. LOG challenges you to this six-part event to see if you have what it takes to build a vehicle capable of performing multiple functions. Indeed, you should by now. The six events in this challenge (and the equipment needed to complete the event) are:

1. Stay within a moving checkpoint (good Engines)
2. Transport a large jewel across the area (Large Tray or Box)
3. Destroy balloons (Egg Guns and either Wings or Propellers)
4. Land, water, and air race (need Floaters and Wings or Propellers)
5. Collect honeycombs (Large Tray or Box)
6. Push vegetables out of an area (good Engines)

NOTE

In between each event, LOG asks you trivia questions. Each answer you get correct subtracts 5 seconds from your overall time. If you're fast in an event, you can actually gain back time for answering all four questions in each series correctly.

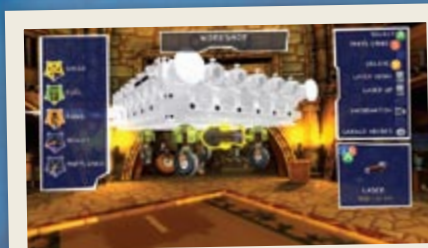
BANDY'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Spiral Mountain

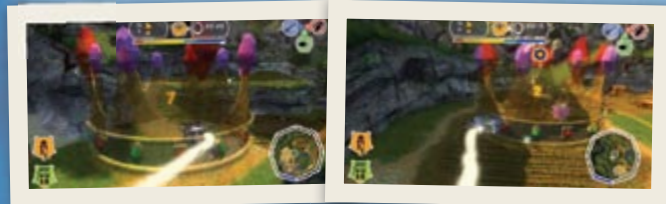
BANJO-KAZOOIE NUTS & BOLTS



Head to the garage and create a vehicle to satisfy all of the above requirements. We put together a Large Tray with Folding Wings and Floaters, 2 Large Propellers, 2 Super Engines, 2 Super

Fuel, Super Ammo, 5 Egg Guns (mounted on front of the tray), High-Grip Wheels, Sticky Ball, and the Laser.

Event 1



The first task is to stay within the moving crown for 12 seconds. These 12 seconds do not have to be continuous. If you accidentally slip out from the crown, the timer freezes. It resumes as soon as you drive back within the boundaries of the crown. Follow the crown as it moves south. It ducks down a narrow path that leads through a vegetable garden.

Event 2



Next, jump out of your vehicle and grab the large jewel to the left. It's called Grunt's Eye. LOG tells you to place it where it belongs. Obviously, that means throw it in the trash. Race over to Banjo's house to the south and place the jewel in the garbage bin next to the house. The jewel is large, which is why a Large Tray is so handy.

Event 3



Now it's time to extend those wings and take off. There are 5 balloons floating over Spiral Mountain that must be popped. The row of Egg Guns makes short work of these balloons. Circle the outer rim of the area and then turn your guns on the remaining balloon in the center of the scene.

Event 4



This is a quick race around Spiral Mountain. It starts on land with you driving right through two checkpoints bunched together. But then you must drop into the water to the right and steer through the drink. (This is why you need Floaters.) Drive all the way around the small river and then pull up on the wide ramp to get back on land. After driving over the broken bridge, extend your wings so you can fly through the next checkpoints. The course ends by the lagoon in the northwestern corner of Spiral Mountain.

Event 5



Next, race over to the tree stumps to the south. There are three honeycombs on the large stump, but they are surrounded by Gruntbots. As you enter the area, open fire and eliminate all of the Gruntbots right around the honeycombs. Now, jump out and use the wrench to lasso the honeycombs and place them in your tray.



You must fly these honeycombs up to LOG. After all three are in the tray, turn around and get a nice straight shot out of the stump field. Hit the gas and extend those wings when both sides of the vehicle are clear. Take off and zero in on LOG.

CAUTION

You cannot bank too hard or you'll drop the honeycombs. Make a steady arc instead of a drastic turn.

Walkthrough: Spiral Mountain

Event 6



The final event is to push a stack of five vegetables out of the nearby garden. There are two Gruntbots rolling around in the garden, but you can pop them with your Egg Guns. Slam into the stack of veggies at top speed and shove some of them out of the arena. Then, roll backward and drive the remaining vegetables out of the garden. If one lands in your tray, it must also be outside the arena to count. When you finish this event, there is no trivia quiz. LOG simply looks at your time and awards the prize.

NOTE All of the Trivia Quiz questions and answers appear at the end of the Spiral Mountain walkthrough.

Jiggy Challenge: Spiral Mountain Showdown

Vehicle Choice: Player

Trophy Time: 4:00

Jiggy Time: 8:00

Notes Requirement: Complete the challenge!

Now that LOG is satisfied with your skills, it's time to take on Grunty. The witch stands in front of your house to the south, taunting you. You must destroy the witch's entire



garage-full of vehicles. However, like LOG's challenge, you can only use one vehicle for the entire event, so you must make sure it's completely capable of ripping all of Grunty's vehicles to shreds. Grunty has 5 vehicles that she uses in this challenge: tank, stealth, boat, monster truck, and broom. You need both speed and serious destructive power to get through all of her vehicles.



Start with a narrow body so the vehicle is light. Add the Folding Wings so it can fly. To give it speed, add Jets to it. If you have the Super Engines, add those to

the rear of the vehicle, too. Make sure you have enough fuel to last several minutes against Grunty's fleet, so add Super Fuel if you find it. Otherwise, add Large Fuel tanks. Now, it's time to add some weapons. Place the Laser on the front of the vehicle. If you have 2, use them both. Add the Torpedile so you can use homing missiles. The Clockwork Kazooie is also good to have onboard. With all of these weapons, you must have sufficient ammo. Use the Super Ammo if you have it, or load your vehicle with Large Ammo.

TIP You will take damage in this challenge, so add the Robo-Fix to the vehicle. That way you can concentrate almost solely on weapons and less on repair.

Monster Truck

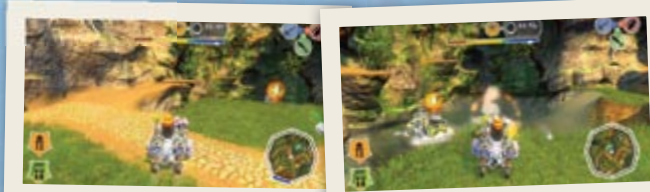


Grunty first rips across Spiral Mountain in her custom monster truck. The truck is fast and able to bounce around rough environments. Because of the speed, you need to launch the Torpedile as soon as Grunty crosses your path. The missile zeroes in on the truck and damages whatever part it touches. This is not enough to stop the truck, but it will slow it down while you play catch-up. Keep firing the Torpedile as long as you can see the truck in front of you. (Otherwise, the missile will not lock on to anything and is wasted.)

Once you get close to the monster truck, slice it to pieces with your Lasers. Keep firing Torpediles to blast pieces off the vehicle, but to finish Grunty's truck off, you must cut out her driver's seat.

The Laser is powerful enough to melt it away within seconds.

Pirate Galleon



Grunty's next vehicle is a pirate ship. The boat is parked in the lagoon on the north end of Spiral Mountain. You do not necessarily need Floaters to get into the water with the ship. In fact, it's easier to shred it from the shore of the lagoon. Drive north to catch up with Grunty. As soon as you see the top of the ship peek up from the lagoon, open

BANTO'S BACK

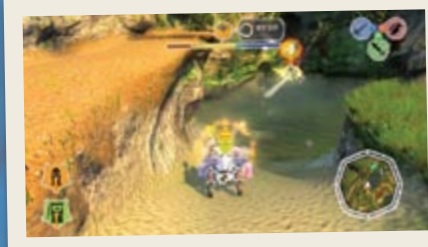
HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Spiral Mountain

BANJO-KAZOOIE NUTS & BOLTS

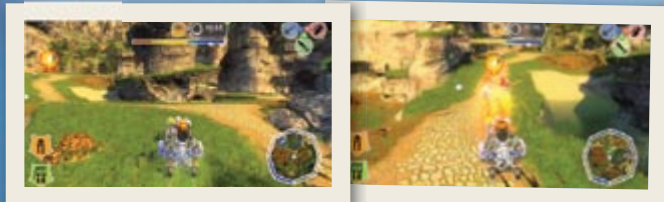
fire with the Torpedile. Keep firing the Torpedile to knock the sails clean off the ship, slowing it down as it circles the lagoon.



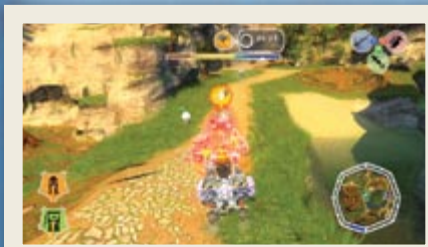
Drive down to the sand and park right at the edge of the lagoon so the Torpedile is pointed into the water. The missiles are incredibly fast in the water, so

just hammer away with the Torpedile. Missile after missile cuts through the water and batters the body of Grunty's galleon. Soon, it falls to pieces, forcing Grunty back to her garage.

Stealth Attack



Grunty's third vehicle is a stealth car. With the Chameleon activated, the tank disappears from plain view. However, you can see the shimmering outline of the vehicle as Grunty drives it toward you. She always takes the road to the south of LOG's perch, so drive on to the road to cut her off. As soon as she's in front of your vehicle, light up those Lasers.



Don't let off the Lasers. The beams cut through the car's armor and soon rip out Grunty's seat.

TIP

The Lasers are great for this stage because you can block Grunty's car with your vehicle and not worry about splash damage from an explosive attack like the Torpedile. The Laser is completely clean.

Fortress



Stealth didn't work for Grunty, so now she's going for a giant tank. The tank is huge and loaded down with armor. It's incredibly strong and can repel a lot of attacks, but it is very slow. This allows you to really draw a bead on her without having to constantly reposition your vehicle. Catch up to Grunty's fortress in the sand pit to the northeast of Spiral Mountain. Grunty has installed springs on the bottom of the tank so it can pop up and fire at you (Grunty has a Laser, Grenade Gun, Mumbo Bombo, and Weldar's Breath on board), but bouncing up also gives you a clean shot with the Torpedile.

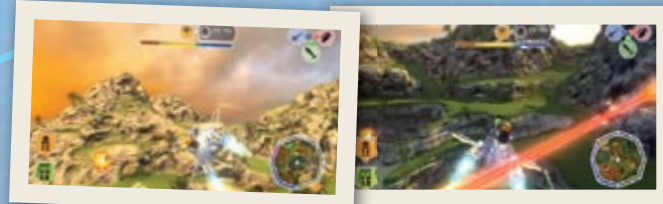
Pull up to the edge of the sand trap and stay out of range of Weldar's Breath. Lay into the fortress with your Lasers. They drill through the armor like it was made of paper.



When you cut away a section of the armor and expose Grunty's seat, get close and go for the kill. Hammer the fortress with your Lasers until you've excised the seat entirely.



Broomstick



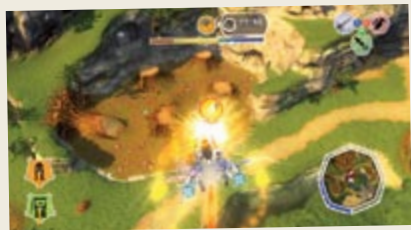
Well, tanks and galleons didn't work out for Grunty, so she goes back to basics—a broomstick. Except this isn't a house broom with some magic spell cast on it. This is a rocket-powered broomstick that races through the air and corners on a dime. Grunty's goal is to make it tough to draw a bead on her while she sneaks behind you to attack. The broomstick is armed with a Laser that can do unto you

Walkthrough: Spiral Mountain

as you've done to Grunty for this entire challenge. If she catches you in her Laser, she can cut you clean of your vehicle. Entire sections of your vehicle will fall to the ground.

TIP

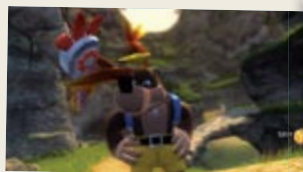
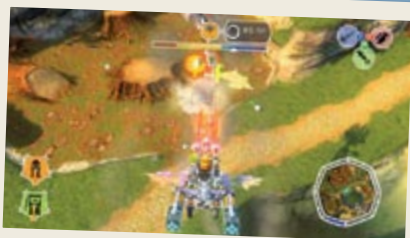
Use the on-screen pointer to track Grunty. And any time you see even a piece of her broomstick in the frame, open fire with the Torpedile.



Your best weapon in this battle is still the Laser. Because chasing Grunty down is tough, thanks to her speed and agility, try to ram her with your Lasers firing. The full weight of your vehicle

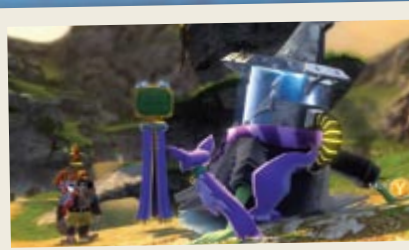
stops her broomstick and forces it down. While you are pushing the vehicle to the ground, your Laser cuts away the jets.

Slamming into Grunty is a tough move, but if you clip her successfully, you can rake the Laser across the driver's seat on the "stick" part of the broomstick and knock her loose.



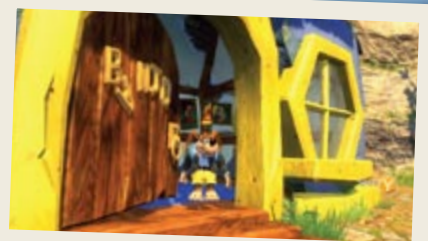
After Grunty crashes to the ground, her skull rolls free of her new body. Piddles the cat kicks it back into the tank on Grunty's shoulders. Grunty isn't finished yet. She rallies a brigade of Gruntbots to challenge you one last time for control of Spiral Mountain. Kazooie is ready for the Gruntbots. She raises the wrench above her head, ready to put a serious dent in the first Gruntbot that rolls your way.

But that won't be necessary.

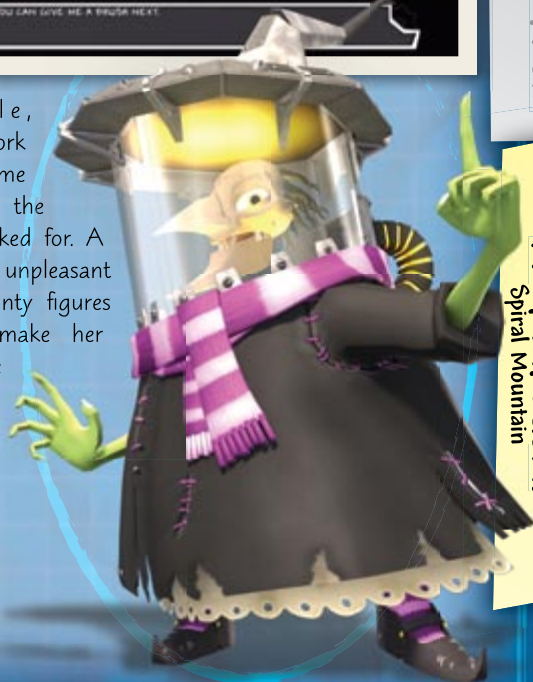


Town for her ultimate fate. LOG declares you the true owner of Spiral Mountain. All of your friends gather around your house to congratulate you as you receive the deed.

LOG isn't through rewarding you, either. He gives you a special vehicle shaped like Banjo's head. Now you can tour the challenge worlds in real style!



Meanwhile, Grunty is hard at work in LOG's videogame factory, assembling the sequels nobody asked for. A fitting end for an unpleasant witch. Unless Grunty figures out a way to make her own videogame and punish the world with it. Oh dear...



LOG appears and puts Grunty on pause. You won the game fair and square. And so LOG blinks Grunty away from Spiral Mountain, sending her back to Showdown

BANJO'S BACK

HOW TO PLAY

MUMBO'S GARAGE

WALKTHROUGH:
Spiral Mountain

Trivia Questions

Here are the questions you will encounter between each event and the corresponding answers.

Q: How many cranes are there in the docks of Showdown Town?

A: 3

Q: What is the name of Showdown Town's newspaper?

A: The Daily LOG

Q: Which outlet is run by Boggy in Showdown Town?

A: Boggy's Gym

Q: What is the name of the first level in Banjo-Kazooie?

A: Mumbo's Mountain

Q: What was the name of Grunty's life-sucking gun in Banjo-Tooie?

A: B.O.B.

Q: What is the name of the supposed secret link between Banjo-Kazooie and Banjo-Tooie?

A: Stop 'n' Swap

Q: What flavor is the Glubber tablet in the Logbox 720?

A: Grape

Q: Which of these is not in Showdown Town's central square?

A: Jingaling's Bingo Palace

Q: What is the name of Klungo's arcade game?

A: Hero Klungo Sssavesss teh World

Q: What numbers are on the bingo balls outside Jingaling's?

A: 11 and 44

Q: In previous adventures, what did Kazooie need to fly?

A: Red Feathers

Q: At the release of this game, how long has it been since the launch of the first Banjo-Kazooie?

A: 10 years

Q: What was the story line of Banjo-Kazooie?

A: Grunty kidnapped Banjo's sister

Q: Which of these is the name of a previous Banjo game?

A: Banjo-Kazooie

Q: Which character plays the celebrity programmer in Logbox 720?

A: Jolly Dodger

Q: How many vertical levels are in the Logbox 720?

A: 6

Q: Which object is on the Audio Chip in the Logbox 720 Game World?

A: A speaker

Q: What object is on the Logbox 720 graphics chip?

A: Some crayons

Q: Which of these is located in the sandy area of Banjoland?

A: A pyramid

Q: What's underneath the stadium in Jiggosseum?

A: A food hall

Q: Which of these is not a ball in the Jiggosseum central arena?

A: Tennis ball

Q: What is wrong with the Mad Monster Mansion in Banjoland?

A: Most of it is missing.

Q: What is the name of Banjoland?

A: Banjoland (watch for the misspellings)

Q: What was the name of the quiz game in Banjo-Kazooie?

A: Grunty's Furnace Fun

Q: Who was Banjo's adversary in Banjo-Tooie?

A: Gruntilda

Q: What is the color of the liquid that cools the Logbox 720?

A: Pink

Q: What food item is not available from the stalls in the Jiggosseum?

A: Popcorn

Q: What numbers appear on the Jiggosseum dominoes?

A: 1 and 3

Q: What object circles the Terrarium of Terror?

A: A ship covered in tacky ads

Q: What is at the center of Spiral Mountain?

A: What I'm standing on now

Q: What is written on the door of your house in Spiral Mountain?

A: Banjo

Q: Who has a grave outside your house in Spiral Mountain?

A: Bottles

Q: Which second-rate shaman runs the garage in Showdown Town?

A: Mumbo Jumbo

Q: What stands at the highest point of Showdown Town?

A: LOG's video game factory

Q: What's on the top of the police station in Showdown Town?

A: A big blue light

Q: What is the name of the cake shop next to Humba's Shop in Showdown Town?

A: Delicious Dishes

Q: What color is the joystick on LOG's video game factory in Showdown Town?

A: Red

Q: What's on the island at the end of the wooden bridge in the Lake area of Showdown Town?

A: A bandstand

Q: Which of the following talents does Mumbo possess?

A: He can juggle his eyeballs

Q: What is the name of Mr. Ribs' shop in Showdown Town?

A: Mr. Ribs' BBQ Ribs

Q: What's wrong with Captain Blubber in Showdown Town?

A: He'd crashed his U.F.O.

Q: What role did Mumbo perform before he was forced by LOG to become a mechanic?

A: Transformed Banjo into things

Q: In which year was Banjo-Tooie released?

A: 2000

Q: Who knocked Grunty off her tower at the end of Banjo-Kazooie?

A: The Jinjonator

Q: Which game featured a Banjo appearance but wasn't a Banjo game?

A: Diddy Kong Racing

Walkthrough: Spiral Mountain

Q: What's the name of Banjo's sister who hasn't been seen since *Banjo-Kazooie*?

A: **Tooty**

Q: What is the name of the Game World based inside a console?

A: **Logbox 720**

Q: In the Logbox 720 Game World, where is the Power Chip located?

A: **In the Power room**

Q: Which rotating circular objects can be found on Level 1 of the Logbox 720 Game World?

A: **Video game discs**

Q: Which of these can be seen in the Logbox 720 Game World?

A: **Chips**

Q: Which videogame is featured on the largest disc in the Logbox 720 Game World?

A: **Banjo-Kazooie**

Q: What hangs on a chain above the CPU Chip in the Logbox 720 Game World?

A: **A sponge**

Q: Which videogame disc is not seen in the Logbox 720 Game World?

A: **Banjo-Kazooie: Nuts & Bolts**

Q: How many legs does the Central CPU Chip have in the Logbox 720 Game World?

A: **10**

Q: What's at the very top of the Logbox 720 Game World?

A: **A massive fan**

Q: What can be found in Terry the Terrydactyl's nest in Banjoland?

A: **Eggs**

Q: What did Banjo have to deliver to the hungry spectators in the Jiggosseum?

A: **Pizza**

Q: What is the name of the large rusty metal ship in Banjoland?

A: **The Rusty Bucket**

Q: What's the name of the giant metal whale thing with eye problems?

A: **Clanker**

Q: Which sport is not available for Banjo to play in the Jiggosseum?

A: **Cards**

Q: What color are the awnings above the Jiggosseum spectator stands?

A: **Red**

Q: Which item of trash cannot be found in Banjoland?

A: **Old shoes**

Q: When I was making this game, I had a different name for the Jiggosseum. What do you think it was?

A: **World of Sport**

Q: What are the walls made from in the Terrarium of Terror?

A: **Glass**

Q: What can be found at the top of the giant central plant in the Terrarium of Terror?

A: **A flower**

Q: Which of these used to lead into Grunty's Lair in Spiral Mountain?

A: **A bridge**

Q: What type of vegetable is seen hopping around Spiral Mountain?

A: **Onion**

Q: What is the name of Klungo's drink in the Terrarium of Terror?

A: **Floaty Fruit Juice**

Q: Which of the Terrarium of Terror cast members thinks he's an alien?

A: **Boggy**

Q: What role does Captain Blubber play in the Terrarium of Terror?

A: **Space pilot**

Q: Which planet do the Mud Monsters come from in the Terrarium of Terror?

A: **Uranus**

Q: What's written on the space junk rocket in the Terrarium of Terror?

A: **U1**

Q: How many crates are there in the Quarry area just behind my back in Spiral Mountain?

A: **8**

Q: In which game could the dumpster outside Banjo's House in Spiral Mountain previously be seen?

A: **Grabbed by the Ghoulies**

Q: What was the name of evil fake cyborg Mumbo in Banjo-Tooie?

A: **Mingy Jongo**



BANJO'S BACK

HOW TO PLAY




MUMBO'S GARAGE

WALKTHROUGH:
Spiral Mountain

Achievements

	1	[10 G] Pointless Collector - Participate in the LOG badge collecting challenge at the start of the game in Spiral Mountain
	2	[10 G] Open Nuts - Place the Nutty Acres Game Globe on its plinth in Showdown Town
	3	[10 G] Next-Next-Gen - Place the LOGBOX 720 Game Globe on its plinth in Showdown Town
	4	[15 G] History Lesson - Place the Banjoland Game Globe on its plinth in Showdown Town
	5	[15 G] Let the Games Begin - Place the Jiggosseum Game Globe on its plinth in Showdown Town
	6	[20 G] Super Banjo Galaxy - Place the Terrarium of Terror Game Globe on its plinth in Showdown Town
	7	[10 G] My First Bank - Bank your first Jiggy in Showdown Town
	8	[20 G] Little Banker - Bank 10 Jiggies in Showdown Town
	9	[30 G] Big Banker - Bank 30 Jiggies in Showdown Town
	10	[40 G] Shower of Gold - Bank 60 Jiggies in Showdown Town
	11	[50 G] Jiggillionaire! - Bank 131 Jiggies in Showdown Town
	12	[20 G] Pimped Up - Complete the Showdown Town Shopping Trolley with parts won from the Grunty battles
	13	[50 G] Witch Hunt - Defeat Grunty at the end of the game
	14	[10 G] My First Trophy - Earn a TT Trophy from any challenge
	15	[20 G] Few Trophy Pts - Earn 10 TT Trophies from any challenges
	16	[30 G] More Trophy Pts - Earn 30 TT Trophies from any challenges
	17	[40 G] A Lot of Trophy Pts - Earn 60 TT Trophies from any challenges
	18	[15 G] Be Grateful - Find and return two crates to Mumbo's Motors
	19	[15 G] Blueprint Buyout - Buy a blueprint from Humba in Showdown Town
	20	[15 G] Roid Rage - Train Banjo once in the Showdown Town Gym
	21	[15 G] Start to Free the Showdown Six - Free and re-house a Jinjo in Showdown Town
	22	[15 G] Vigilante - Lock up a Minjo in Showdown Town
	23	[20 G] Bingo! - Complete a line on the Bingo card at King Jingaling's Palace
	24	[00 G] Stop 'n' Swop - Return a Stop 'n' Swop crate to Mumbo's Motors
	25	[20 G] BBQ Beef - In any act of Nutty Acres, grab a cow and throw it into the volcano lava
	26	[20 G] Massive Damage - Break all the legs off the Brain CPU chip in LOGBOX 720

Achievements

	27	[20 G] Test Your Strength - In any act of Banjoland, hit the star-shaped button at the bottom of the large vertical cactus with sufficient force to ring the bell
	28	[20 G] Great Balls of Fire - In any act of the Jiggosseum, grab one of the heavy balls and put them in a torch
	29	[20 G] Ultimate Combo - In any act of Terrarium, put 3 different pieces of Ultimate Junk into a carrying component on your vehicle
	30	[20 G] Floater in the Pipe - In the Test-O-Track, take the ball that is floating in the air and stick it inside the tunnel (single player Test-O-Track only)
	31	[20 G] Burn the Witch! - Shoot Grunty with the Laser upgrade in Showdown Town (you must do this before completing the final Spiral Mountain challenge)
	32	[20 G] Head for Heights - Go to the top of LOG's factory in Showdown Town; from there, climb to the top of the tallest vertical pole
	33	[20 G] Fuzz off! - Take out a cop car in Showdown Town with the fully-upgraded trolley's laser, or destroy a police vehicle with your wrench
	34	[25 G] Speedy of the Colossus - Build a vehicle with 200 blocks or more and go over a set speed
	35	[25 G] Minimalist - Build a vehicle with five blocks or less and go over a set speed
	36	[25 G] Whoa Nelly! - Travel in a vehicle over a set speed
	37	[20 G] Loose Change - Collect All the Showdown Town loose change
	38	[20 G] Arcade Pwner - Finish all levels of Klungo's Arcade game
	39	[10 G] Paint Your Wagon - Paint any part of your vehicle in Mumbo's Motors
	40	[20 G] Sunday League - Play in and complete a multiplayer game league
	41	[40 G] Premier League! - Play in and complete a marathon multiplayer game league (every Race and every Sport)
	42	[10 G] What's That Smell? - Play an Xbox LIVE multiplayer game against a Banjo team member, or somebody who has already done so
	43	[10 G] Bit of Blue - Share a blueprint with another player or Friend over Xbox LIVE, or save 20 blueprints
	44	[10 G] Paparazzi - Take a photo and upload it to Xbox LIVE, or take five photos
	45	[10 G] Caught on Camera - Send a video replay to a Friend over Xbox LIVE, or save five replays
	46	[10 G] High Fives All Round - Be on the winning team in a ranked team game
	47	[20 G] All My Own Work - Win a ranked solo game with a custom vehicle
	48	[10 G] Too Easy! - Win a ranked solo race by reversing over the finish line
	49	[20 G] Too Easy Too! - Win a ranked solo race by running or swimming over the finish line
	50	[40 G] Are You Trophy Thomas? - Win 20 Xbox LIVE ranked multiplayer games in any mode